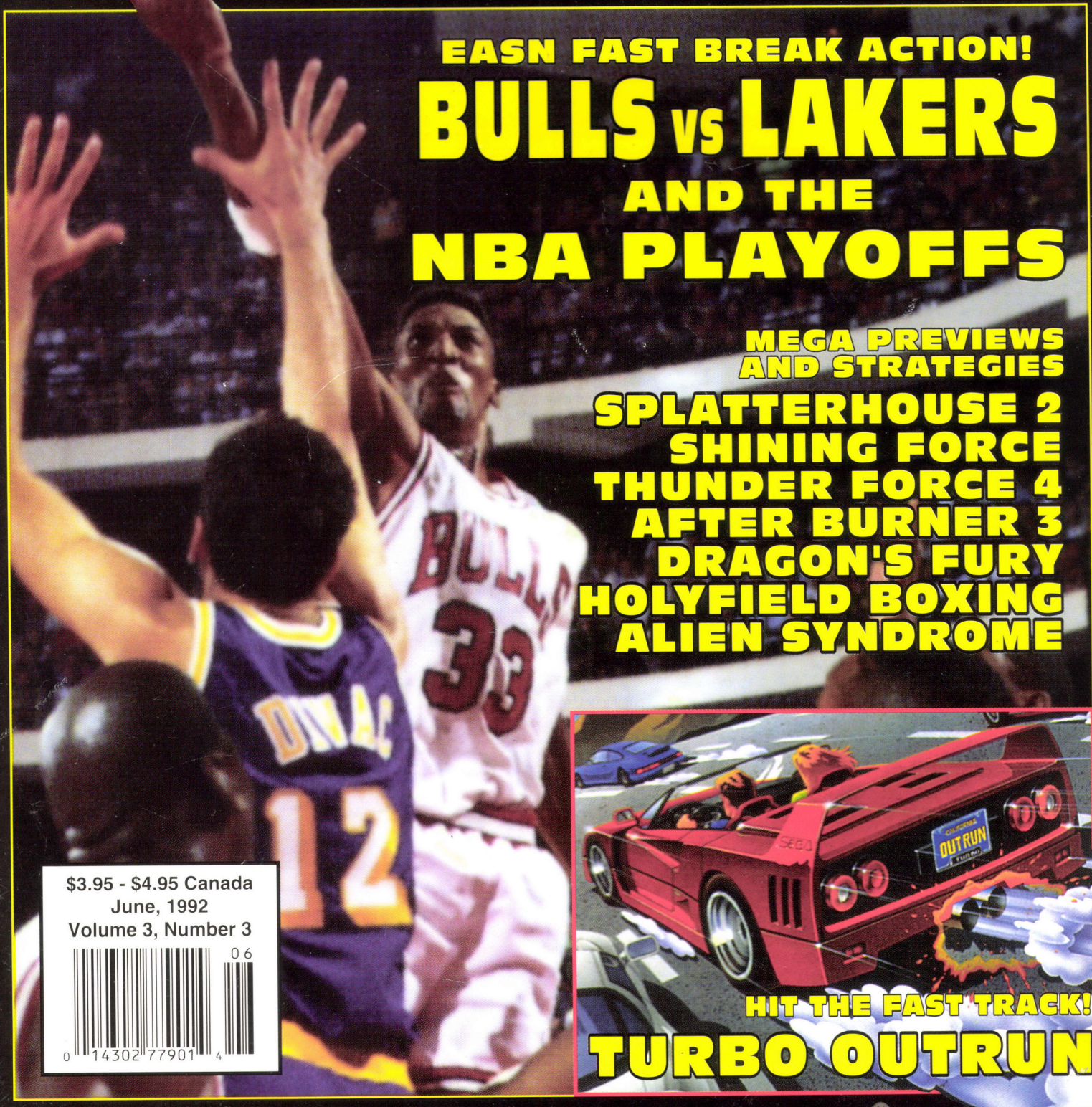
MEGA PLAY TAKES AN EXCLUSIVE LOOK AT JVC'S WONDERMEGA!

MEGA PLAY

THE #1 ALL-SEGA VIDEO GAME MAGAZINE



EASN FAST BREAK ACTION!

BULLS vs LAKERS AND THE NBA PLAYOFFS

MEGA PREVIEWS AND STRATEGIES

SPLATTERHOUSE 2
SHINING FORCE
THUNDER FORCE 4
AFTER BURNER 3
DRAGON'S FURY
HOLYFIELD BOXING
ALIEN SYNDROME

HIT THE FAST TRACK!

TURBO OUTRUN

$3.95 - $4.95 Canada
June, 1992
Volume 3, Number 3

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Real players with hole-by-hole tips. Real courses like the TPC's at Sawgrass and Avenel. 3-D greens you can read like an open book. A whole arsenal of special shots like chips, punches, and fringe putts. Even random pin placement.

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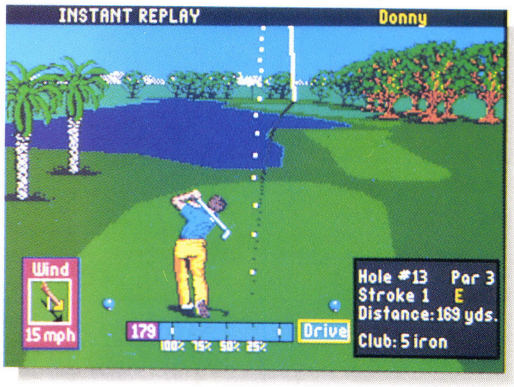

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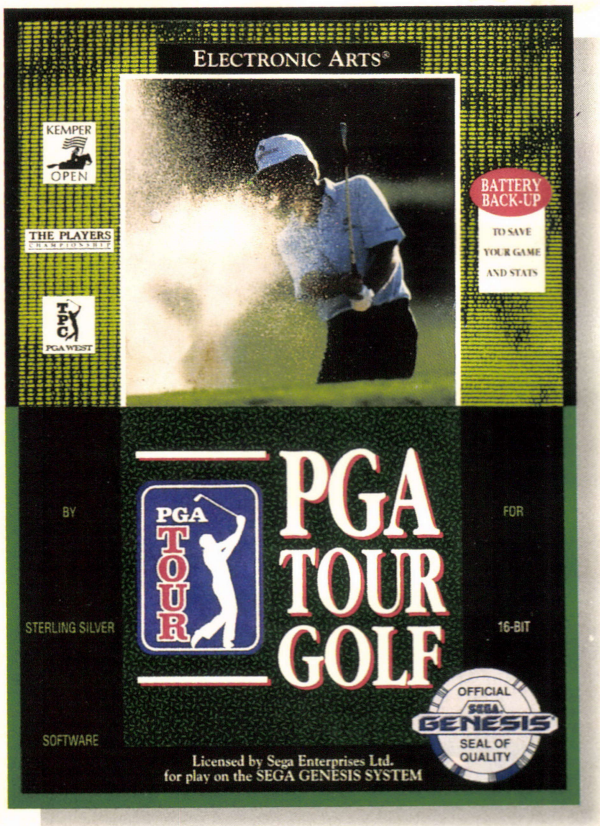

PGA TOUR Golf doesn't miss a trick. With balls that have backspin and forward roll. More impossible lies than a politician. Hooks and slices that butcher the fairways.

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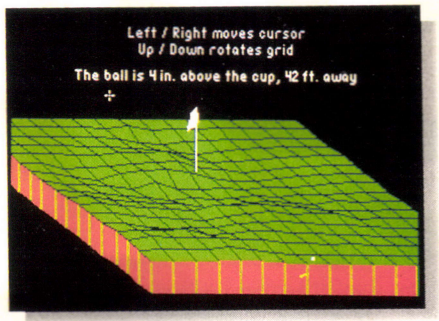

Topographic contours reflect even the smallest green wrinkle. If you misread them, watch out for the bogey man.

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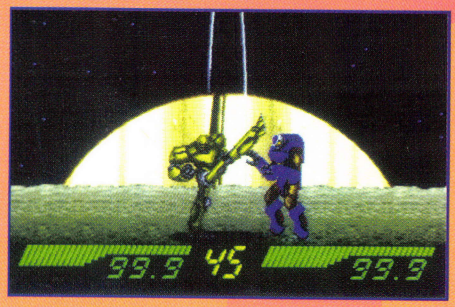

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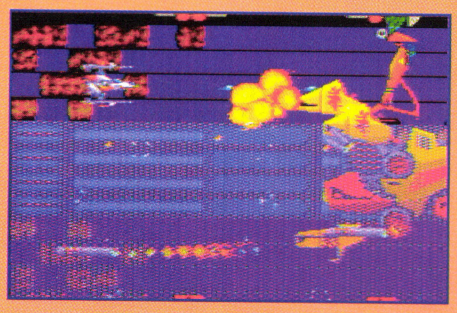

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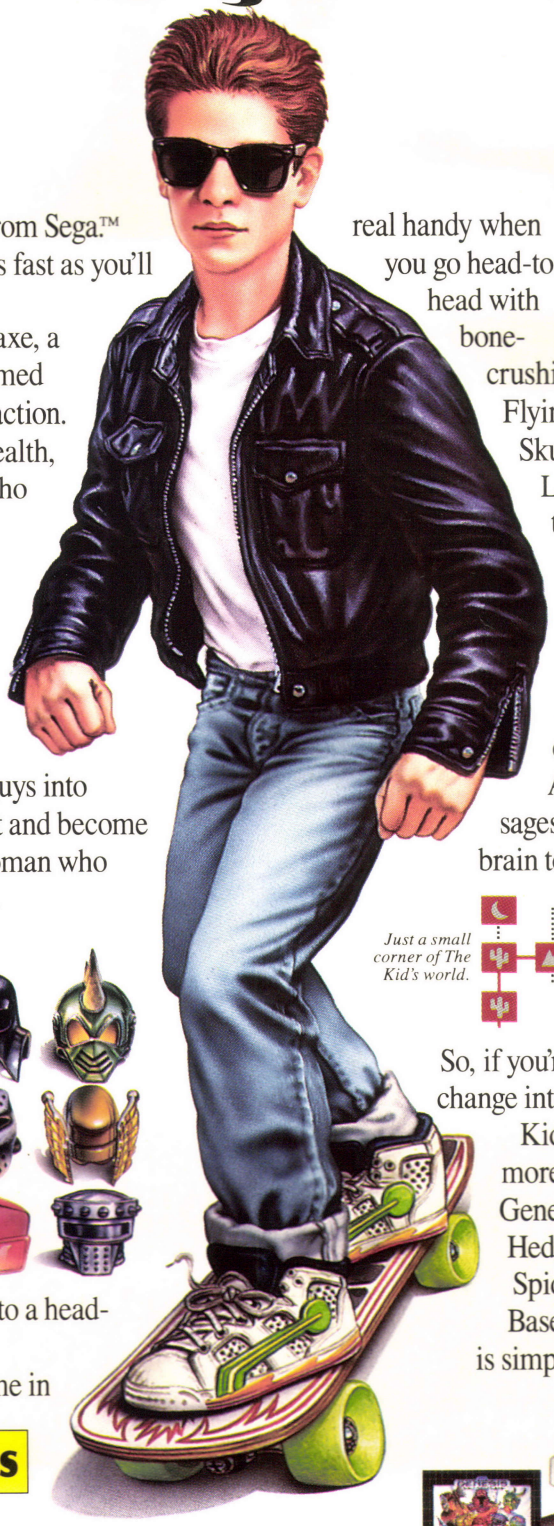
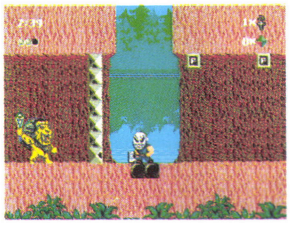
KID CHAMELEON™

This kid is having an identity crisis.



Become Kid Chameleon™ from Sega.™ You'll change personalities as fast as you'll change helmets.

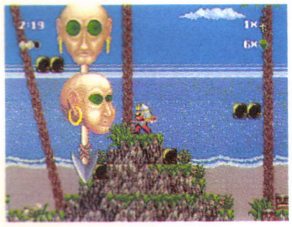
One moment you're Maniaxe, a lunatic in a hockey mask, armed with hatchets and ready for action. And then switch into Red Stealth, a sword swinging samurai who



turns even the baddest bad guys into sushi. Put on another helmet and become Berzerker, a demented rhinoman who takes any challenge head on.

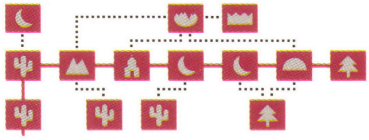
Watch out, these are just a few of the maniacs you can transform into. Collect other helmets and turn a tough situation into a head-banging party.

In fact, these helmets come in real handy when you go head-to-head with bone-crushing



Flying Robots, head-smashing Skull Ghosts or flesh-eating Land Sharks. Or any of the other vicious creatures that love to turn your world upside down.

There's over 100 rounds to slam your head against. 1800 screens with eye-popping graphics. And so many secret passages you'll be whacking your brain to find 'em.

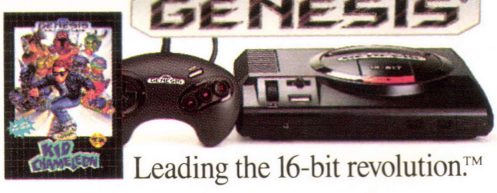


Just a small corner of The Kid's world.

So, if you're looking for a good time, change into the Kid. Kid Chameleon.

Kid Chameleon™ is one of more than 150 hit games from Genesis. Including Sonic The Hedgehog,™ Toe Jam & Earl,™ Spider-Man™ and SportsTalk Baseball.™ Genesis. The choice is simple. The choice is SEGA.™

Over 1800 Screens



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MEGA PLAY

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MAY/JUNE, 1992

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A SENDAI PUBLISHING GROUP, INC. PERIODICAL

PUBLISHER, EDITOR-IN-CHIEF
Steve Harris
EDITOR
Ed Semrad
ASSISTANT EDITORS
Martin Alessi, Danyon Carpenter, Mike Forassiepi, Mark Sarnecki, Ken Williams, Terry Minnich, Mike Vallas
REVIEW CREW EDITORS
G.O.G.; Dave; Mike; Bart
STRATEGY CONSULTANTS
U.S.National Video Game Team,
FOREIGN CORRESPONDENTS
Robert Hoskin, Hideki Shikata
WORLD NET™ CONTRIBUTORS

CTW-England; The SuperFamicom-Japan; Games-X - England; Joystick-France Gamest-Japan; MegaDrive Beep-Japan Playcorp-Australia; FamicomJournal-Japan; Nintendo Magsinet - Sweden; ASM - Germany

LAYOUT AND PRODUCTION
Direct Contact Inc.
John Stockhausen, Ad Coordinator
Suzanne Farrell, Ad Manager
Colleen Bastein, Copy Editor
Juli McMeekin, Art Director
CUSTOMER SERVICE
(515) 280-3861
NATIONAL ADVERTISING DIRECTOR
Jeffrey Eisenberg
Eisenberg Communications Group
2121 Avenue of the Stars, 6th Floor
Los Angeles, CA 90067
Brandon Harris, Account Executive
(310) 551-6587
SENDAI PUBLISHING GROUP, INC.
Steve Harris, President
Mike Riley, VP of Operations
Mark Mann, Financial Director
Cindy Polus, Financial Assistant
Harry Hochman, Circulation Director
Harvey Wasserman, Newsstand Director
Steve Keen, Newsstand Director
Donna Clepp, Newsstand Manager
David Kamis, Manufacturing Director

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PRESS START

TIMES ARE CHANGING...

Several small but very important changes have been happening in the game industry over the past few months. It seems that the U.S. game manufacturers are starting to get quite concerned over the growing market for foreign games and accessories in America. It had to happen sooner or later, and now that the game industry is measured in billions of dollars some companies are starting to say that enough is enough. Some products are downright illegal, like the 100 in 1 game carts from the orient which take existing games and pack them into one huge cart. However, there is a gray area which may or may not be illegal, and that is the use of Japanese games by players in the U.S. The intended use is quite clear, as it states "For sale and use in Japan only" on each game box, but little is being done to enforce it. Granted, Sega and Nintendo could have done something better than change the shape of the U.S. system's cartridge port to keep foreign games from being played where they shouldn't be but, nevertheless, things are changing. In a recent court case - Galoob vs. Spencer Gifts, the courts have sided with the U.S. company. Briefly, in this case Spencer gifts was selling the Canadian Game Genies in the U.S. Galoob got a restraining order from the courts to prevent Spencer Gifts from selling the Canadian product here. Although it is being appealed, should Galoob ultimately win, this could be the precedent which many of the U.S. companies have been looking for to enforce the "Japan only" policy.

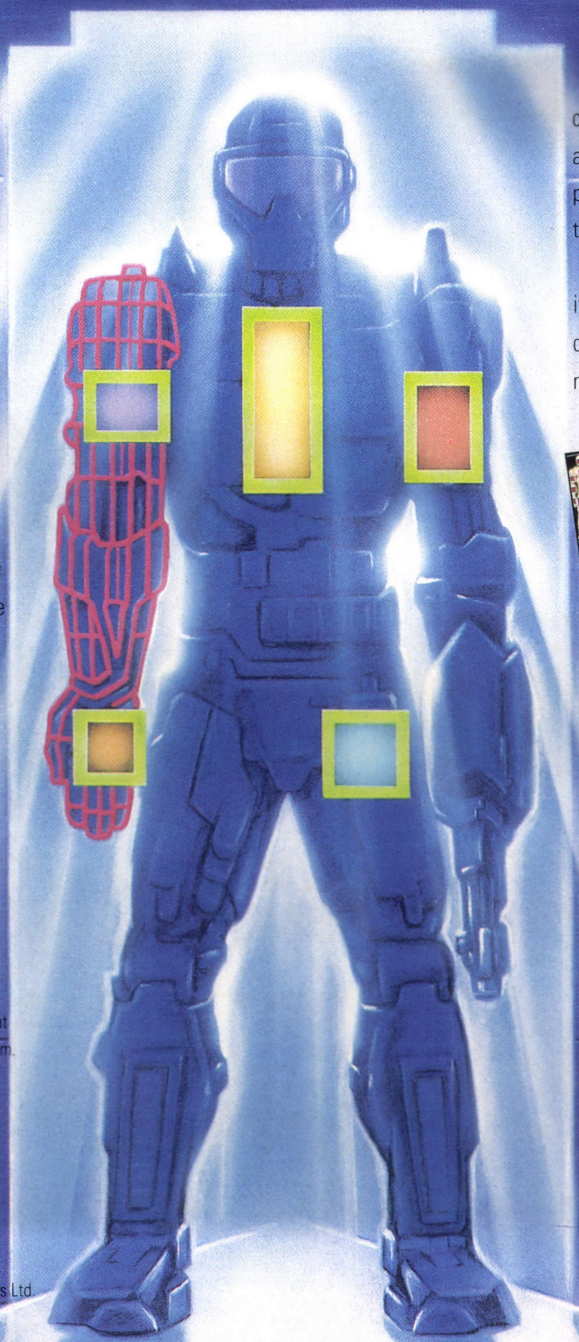
There are other options being explored. Some companies are trying to have a simultaneous release of games in the U.S. and Japan. Tengen has just demonstrated that they can create a "U.S. only" Genesis game (see page 14). Play Dragon's Fury on a Japanese Mega Drive and all you get is a black screen. The best solution though, has to be what Sega is doing with their U.S. Mega CD...change the hardware.

Does that mean that the Japanese games are on their way out? It is still too early to tell as we have to see what the different game companies are going to do, but with security chips, multiple operating systems and country specific software encoding, it looks like the U.S. companies have already made up their mind. What do you think? Is it fair? Let us know and we will publish the results in a future issue.

ED SEMRAD
Editor

CYBER-COP™

ARE YOU TOUGH ENOUGH TO TAKE ON THE CORPORATION



The Universal Cybernetics Corporation's got a huge PR problem.

Seems some morbid folks are calling the new domestic robot they've designed "THE RIPPER" due to a nasty little defect - this robot likes to kill.

Or is it an accident that the UCC happened to create a genetically engineered killing machine who also happens to have an insatiable appetite for humans beings?

Translated from the number one European hit **CORPORATION**, you're the CYBERCOP who's been chosen by the government to crack the complex security system of the UCC. Your mission: confiscate the mutant robot they've designed as the ultimate weapon.

Just remember CYBERCOP - you're completely on your own. Of course, you'll arm yourself with a whole arsenal of fire power – everything from hologram projectors to infra-red image intensifiers.

If all goes well, you'll be a national hero. But if the droid guards, sleeping gas and autolock doors get the best of you – even your own mom will deny that she ever knew you!

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WANTED: BETTER GENESIS GAMES?

I have been wondering why Sega's games have become predictable and routine. They get a couple of good games like Sonic and Streets of Rage and then they bring out a dozen average games. Why can't they have games that include spectacular scaling like the S-NES T.M.N.T. 4 where the enemies are thrown out of the screen. To my knowledge, the only scaling was in the ending scene of Sonic. Nintendo's sequels are really looking awesome on its new system, while all we get is the Golden Axe 2 disappointment. What Sega really needs is a killer Streets of Rage 2 or a Golden Axe 3 on CD. It's not that I am asking for something that hasn't been done before, I just would like Sega and its licensees to start using this awesome feature.

Jay Shrie
Oil City, PA

(Ed. Thanks for all of your letters every month. We read every one of them! There is good news and bad news Jay. We have learned from our Japanese sources that Sega is indeed working on a Streets of Rage 2. The first anybody will get to see of the game is at CES, so we don't know how great this sequel will be. There should be news and pictures in the next issue, though. Golden Axe 3 on CD sounds like a great game, but we haven't heard anything about another sequel. Although we have seen limited scaling and rotation in some of the Genesis games (mostly Sonic), it is a feature which is very hard to program. You will see it more on the Super NES because it can be done quite easily in the hardware. To do it on the Genesis however, it has to be done in the program code for each game and this is very hard to do. Sonic, you must remember, took 1 1/2 years to program. The normal game is finished in 6-8 months. Where we will see much more (and better) scaling and rotation will be on the new CD games. Sega has made these functions (along with fade and zoom) hardware features and, therefore, much easier to do. We only have to be patient for a while longer, until the programmers learn how to use these new tools!)

MOVING VIDEO...SO WHAT??

I must comment on your editorial in the Jan/Feb issue. I have to state that though licensing is an obvious new problem to game production, digitized pictures do not make the game.

My personal preference of games are complicated RPGs. The American market is not RPG oriented, so it seems that I will have to purchase the separate CD drive just to play the games I want.

Actually in my opinion, animation is better than digitization because the animation is crisper and more colorful. So why pay extra for a clip I saw last week on a movie screen? Digitization isn't bad, but it's not always the best.

So bring on the new American lineup, but keep in mind Sega, there are many different preferences in games. Not everyone in America will be thrilled by Batman 2.

James Garvin
Austin, TX

(Ed. Since last issue, we have received a large number of letters, like yours James, from players who like the style of the Japanese games. Keep in mind that while you may not be able to play the new Japanese CDs, that doesn't mean that there won't be translated versions of these games from the U.S. companies for the American players with U.S. CD-ROM machines. Renovation, Koei and Bignet are but a few of the companies which will still rely heavily on their Japanese parent companies for games.)

ENCRYPTED CD'S...PART 2

Regarding your comments on Sega encrypting its new Mega CD's, I think what Sega is doing is great. Japanese games are pretty good, but if we would give our American designers a chance, we could make some very good games. I would rather buy a good American title that I can relate to, than purchase a translated Tenkafubu which means nothing to me. Go for it Sega!

Chris Wadley
Chicago, IL

You asked for our opinions on the Mega CD encryption. Well from the statistics you gave, it seems that I am in the minority as I am in favor of it. First of all, if there is a game that there is a market for in the U.S. and Japan (unless it has film footage that they couldn't get international rights for), you probably would see it on both formats, even if it is an RPG. So this really means we'll be getting the games that suit us best. Another good thing about being able to get film rights is it makes it a more practical form of multimedia and this seems to be the shape that video games will take in the future.

Bill McGinnis
McMurray, PA

(Ed. Sega has stated that they have created a whole new multimedia division which is based in the U.S. With this "in-house" staff, the percentage of U.S. made games will increase dramatically, so Sega is banking heavily on the skill of the American programmers. We already are beginning to see many of the U.S. companies (Electronic Arts, Acclaim, Razorsoft) selling their games in Japan!

Bill is right. If a game is good, it will appear both in Japan and the U.S. About moving video, don't plan on throwing away your movie passes quite yet. The CD has only (!) 4.4 Gigabits of memory and that translates to just a couple of minutes of broadcast quality footage. This is the reason why Sega has opted for a drastically reduced color palette as less colors, requires considerably less memory. It won't be until some type of heavy-duty data compression (as found on the new Phillips CDI or NEC units) is used will we get to see 'real' footage.)

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MEGA CD UPDATE...

I have some questions about the Mega CD-ROM from Sega. The Super NES has around 32,000 colors. and the NEO-GEO has around 65,000 colors. How many colors does the Mega CD have and how many can it display on the screen at once?

In your March/April magazine you said the Mega CD-ROM would be delayed until September 1992. Why?

Charles Young
Vancouver, WA

I read in another Sega magazine that the Mega CD is coming out in Spring. You guys, on the other hand, say it is being pushed back until September. Who is right?

Anthony Fallas
Atlantic City, NJ

I had to write to tell you about the controversial Mega CD. I've recently popped $500+ for a Japanese Mega CD (It's the best thing in the world!) and about $90 each for my 2 Japanese CD games. You now are telling me it won't play the American discs! All because of a little chip! I understand the movie rights and everything (it's fine with me) but I'm not sure about spending another $380 on our version.

Another point. In your Jan/Feb. issue you said that no Mega CD system will be completely compatible with a unit from another world region. Does that mean that some discs, such as those without movie or TV footage, will be interchangeable?

Brian McCall
Kingsport, TN

The U.S. Mega CD should be in the stores this fall.

(Ed. When we interviewed Mr Tomio Takami, Manager of Consumer products R & D at Sega of Japan (where the Mega CD was invented), he stated that the number of on-screen colors, overall color palette and number of sprites would be the same as those for the Genesis. He stated that this was done because it was necessary to have 100% compatibility with the main system. Since the electronics for the U.S. Mega CD (except for the operating system chip) are going to be identical to those of the Japanese Mega CD, don't expect any major improvements in on-screen colors. The delay in bringing out the Mega CD is mainly due to the fact that Sega can't get the U.S. software ready until fall.

Well Anthony, I'll tell you what. If you can find a U.S. Mega CD in the stores this Spring, I'll buy it for you. Release dates for new products are always changing and the magazine with the latest deadline and shortest lead time will normally have the newest and most accurate data. Now who would you believe, a magazine written in December, or one written in March?

Sorry to hear about your problem Anthony. We got the story on the incompatibility problem out to the readers as soon as we heard it. For those who had to have the system right away, they now must decide whether to buy another CD-ROM to play the U.S. discs. Some times it is better to wait a while before making a major purchase.

While we highly doubt it, at the present time we do not know whether discs without movie footage will be playable on another country's system. Sega may just have all discs encrypted. Oh, by the way, did you know that the price of the Japanese CD-ROM is dropping, as we saw it selling for only $250 in Tokyo!)

GENESIS STREET FIGHTER 2?

I have this urgent request and you are the only people who can give a straight answer. Is Capcom and/or Konami ever going to make games for the Genesis? I have called all of the companies and wrote to Sega but no one will say anything. I wrote to the other magazines but didn't get a reply. Could you please answer this? They have to be working with Sega otherwise Sega wouldn't have been able to get Strider and Ghouls and Ghosts. Still, I need the answer from you to keep my hopes up as Sega has to get Street Fighter 2. If they don't, I'll sell my Genesis and go with the big N.

Jacob Adina
Alameda, CA

(Ed. A few months ago everybody seemed to want the latest scoop on Sonic 2. Boy do things change! Sonic is a nobody these days, and Street Fighter 2 is the hot game. While neither Capcom nor Sega will confirm that a SF2 game will be coming to the Genesis or Mega CD, we believe that there is a high degree of probability that it will become a reality some time this year. Sega was able to do Strider and G & G because Capcom sold them the rights to the games.)

JORDAN VS BIRD GLITCH

It has come to our attention that when the action gets hot and heavy in Electronic Arts' new Genesis game - Jordan vs Bird, it is possible to inadvertently glitch out the screen. This glitch (the action freezes and gives you a screen message that says "address error") happens among a few of the "power players" in the Super One on One mode. The problem, according to Nancy L. Smith of Electronic Arts, happens when you push the "D" pad so hard that contact is made on three points simultaneously.

Ms. Smith recommends that, should you run into this problem, to "Call Electronic Arts at this special number 1-800-982-8488. They have a solution for you."

E.A. further recommends that you "...be more of a Jordan-style finesse player and less of a Barkley-style power player."

Third, E.A. does not recommend you "...exchange the game for another Jordan vs. Bird cart because it will play the same as the original."

TODAY ROME, TOMORROW THE WORLD

Return to ancient times as Julius Caesar and command the legions of Rome in your bid to rule the known world. An uprising in Asia is the setting for your quest to gain absolute power. But beware! Your enemies back in Rome await their chance to betray you!

The danger and action of the Roman era are recreated in this 8-Meg, 1 or 2-player military simulation spectacular! Plot and maneuver your forces as they battle the menacing armies of ancient Persia, Egypt and Arabia. Sail the Mediterranean in search of new lands to master in glorious triumph!

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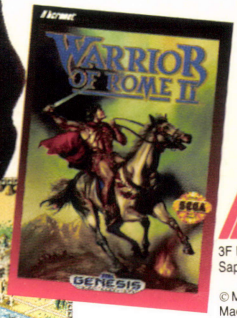

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SEGA GENESIS 16-BIT CARTRIDGE

GAME GEAR™ COLOR PORTABLE VIDEO GAME SYSTEM

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WARNING: The Video Game General has determined that these Flying Edge games may be too action-packed for some video game players... not for the weak at heart or the boring!

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MATT GROENING

HI-TECH SEGA

STREET FIGHTER 2 FOR GENESIS...?

This is easily the most frequently asked question we hear from the readers here at Mega Play. While we wish we could give a definite yes, neither Capcom nor Sega will officially confirm this current rumor. On the positive side though, neither company will officially deny the rumor either. What does this mean? We believe, because of the press blackout that Sega has imposed, no one can talk about this surprise game until CES.

Fortunately Capcom of Japan isn't controlled by Sega and they have already started talking to the Japanese magazines.

The big question is when would the game come out? A simultaneous release (July) with the S-NES version is out of the question, as Nintendo would surely never agree to that. Late third quarter '92 would seem to be the earliest street date.

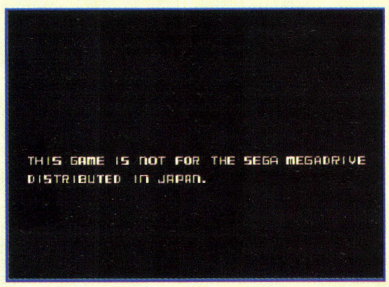
Then, there is the controller problem. SF 2 needs 6 buttons.The Genesis has only 3. However, since Capcom has a new controller, could they have modified it to work on the Genesis? More next issue!

The new 6 button controller for SF 2. Has Capcom modified it to work on the Genesis?

GENESIS CART WON'T PLAY ON MEGA DRIVE!

In what might be the beginning of the end of cartridge interchangeability, Tengen will soon be releasing, we believe, the first U.S. Genesis cartridge which won't play on the Japanese Mega Drive. Tengen's new Genesis pinball cartridge - Dragon's Fury (Devil's Crash in Japan) will not work on the Mega Drive. Instead, a black screen comes up that says: "This game is not for the Sega Mega Drive distributed in Japan". While not necessarily important to American players yet, with this encoding process now perfected, it could very easily be added to the Japanese cartridges to prevent their use on the American Genesis systems.

A spokesperson for Tengen stated that this special encoding of the game program was neither requested nor ordered by Sega of America. Rather, it was by the request of the originator of the program (Technosoft of Japan) to prevent sales of the U.S. game in the Orient. The Japanese game (Devil's Crash) has been on sale in Japan since October 10, 1991.



Play Tengen's Dragon's Fury on the M.D. and all you see is...

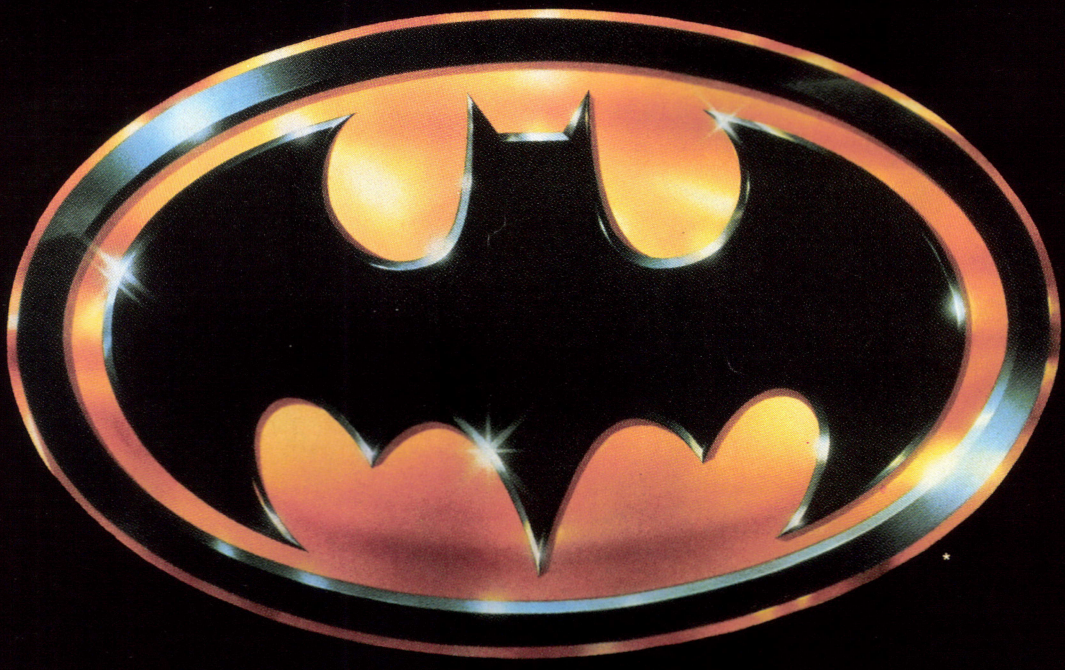
SEGA RELEASES BACK-UP RAM CART FOR MEGA-CD

One of the nice features found on Sega's new Mega CD is the ability to store game data, like high scores. Unfortunately, there are small problems with this storage. If it isn't used regularly (at least once a month), the data can (and does) disappear.

To cure this potential problem Sega of Japan has just brought out a back-up RAM cartridge for the Mega CD. Costing 6300¥ (about $50) this cart contains an additional 1 megabit of RAM which will not only be more than enough to store tons of high scores, but Sega of Japan states that they have other (unspecified) future uses for it. They do give us a hint though, as the special back-up cart menu screen built into the main program does show icons for copying different types of program data to the back-up RAM. Sega should have this cart at CES. More next issue!

Sega's new 1 Meg back-up RAM cart for the Mega CD.

BATMAN*



The Video Game.

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WONDERMEGA NOW ON SALE IN JAPAN!

On April 1, 1992 JVC's new 'supersystem' went on sale in Japan. This 'supersystem' is a Mega Drive (Genesis in U.S.) game system and a Mega CD-ROM combined as a single unit. It is called the Wondermega RG-M1 and it retails for 82,800¥ or about $620. For this amount you get the Wondermega, one controller, cables, power supply and a disc containing 4 games and 4 karaoke programs.

Rumors started circulating about the WM in February and Ed promptly set up an interview with the head people at JVC of Japan to learn more about the new system.

The WM dates back to July 1991 when JVC and Sega entered into a cooperative agreement to make a combo system. Since then both companies have combined their expertise to make the best possible CD-ROM unit. Sega had the game knowledge and JVC provided the CD-ROM drives and the latest in audiovisual technology. The WM was to be more than just a Mega Drive and CD-ROM packed in a shell. That's where JVC came in as they have years of audio experience. What they did is to take the latest in digital audio enhancements and build these chips into the WM (they couldn't modify the basic Mega Drive sound channels for fear of incompatibility with old carts). The end result - CD sound that is unequalled anywhere in the game industry.

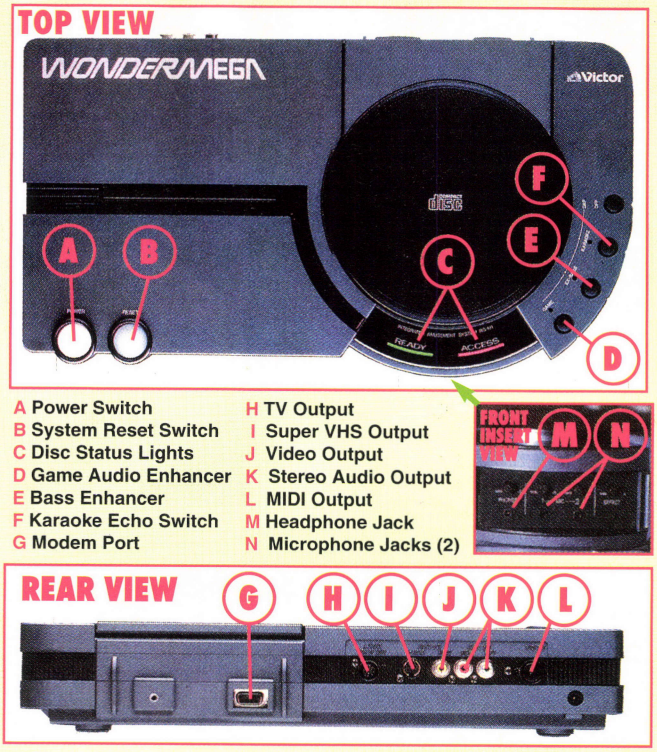
Technically what they did is to provide pure digital sound (1 bit DAC) equivalent to the best stand-alone home CD player. For the games they have created a DAP (Digital Audio Processor) which expands the dynamic range (makes loud notes louder and soft notes softer) of the normally compressed game music. Besides this they added another circuit which produces killer bass notes and awesome gunfire sounds.

Besides the audio, JVC went in and perked up the video. There now is a Super-VHS output jack which, when mated to the similar connector on the new TV monitors produce video details almost equal to RGB!

Also built in is a new karaoke section (big in Japan). There are two microphone jacks, with a mixer, and other audio enhancements (digital echo, adjustable pitch control and vocal masking - take out voice on your CD's).

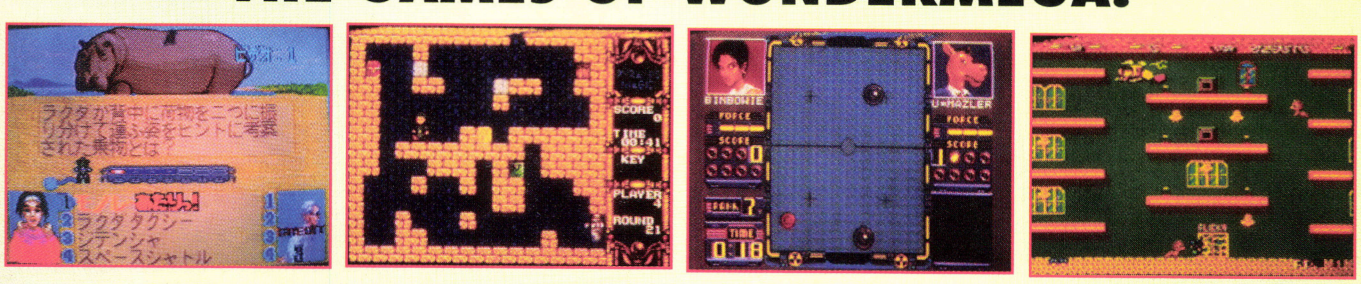
Finally there is a a MIDI (Musicial Instrument Digital Interface) playback interface.

Specs aside...how does it sound? Wow! They demonstrated the music from Sol-Feace and it sounded OK. Then they kicked in the enhancement circuitry and the music wailed! The gunshots rattled the table and the bass really rocked! The S-VHS video on a 60" TV was perfect, without ghosts or color fringing!



The JVC Wondermega went on sale in Japan on April 1, 1992. Retail price with one software/karaoke disc - about $ 625.

THE GAMES OF WONDERMEGA!



When players buy the JVC Wondermega system they get a disc that contains four games (Quiz Scramble, Pyramid Magic, Paddle Fighter, Flicky) and four karaoke sing-along programs.

gametronix

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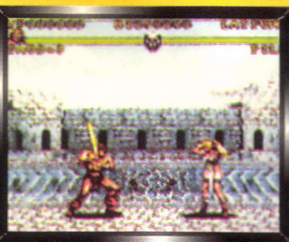
Alisia Dragoon (M/D)



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Double Dragon (SFC)

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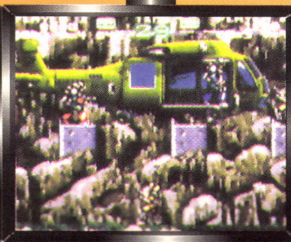

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If You Don't See It, CALL!

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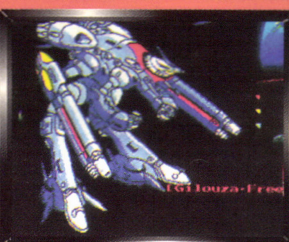
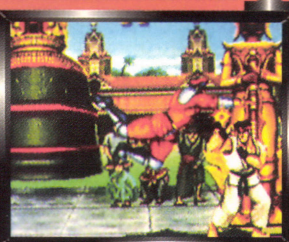


Robotech 2036 (PC-SCD)



Street Fighter II (SFC)

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MEGA TRICKS!!

The Ultimate in Sega Secrets!!

SOL-DEACE
(Renovation/Genesis)

Mission Select - Now there is an easy way to skip to any mission in this intense shooter. At the title screen, press A, B, C, A, B, C, B, C, B, A. Then, go to the configuration mode and press START. You will see that this mode is changed. Go to the "Start" option and you will see that you can change the number of levels you would like to start on. Choose to continue. While you are in the level, you can exit and go to the next level by pressing A, B and C at the same time.

NOTE: Trick works on preliminary copy of game. Production copy may vary.

SOL-DEACE
(Renovation/Genesis)

99 Ships - Increase your number of ships to 99 with this incredible code. Do the mission select trick shown above, but when you get to the configuration screen, go down to "Mode." Hold the A button and keep pressing RIGHT on the control pad until you scroll to something called "MY 99." Now exit and choose to continue your game. You will now have 99 ships to help you through the game!

NOTE: Trick works on preliminary copy of game. Production copy may vary.

SOL-DEACE
(Renovation/Genesis)

Invincibility Trick - Become totally invincible with this cool code. Perform the mission select trick shown on page 20, but when you get to the configuration screen, go down to "Mode." Hold the A button and keep pressing RIGHT on the control pad until you scroll to something called "MUTEKI." At this point, exit and choose to continue your game. You will now be invincible throughout the whole game.

Do the trick and you will see "MUTEKI."

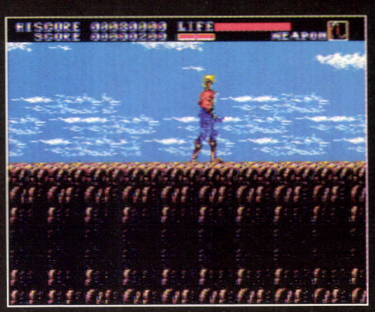
With this code you will be invincible!

NOTE: Trick works on preliminary copy of game. Production copy may vary.

EARNEST EVANS
(Renovation/Genesis)

Level Select - Select from any level you wish with this incredible code! First, go into the game and during play, press START to pause the game. The next step is to press UP, A, DOWN, B, LEFT, A, RIGHT, B. When you release the game pause, you will be automatically transported to the next level! Repeat this as often as you want.

Pause the game and then do the trick.



You will be transported straight to the next level!

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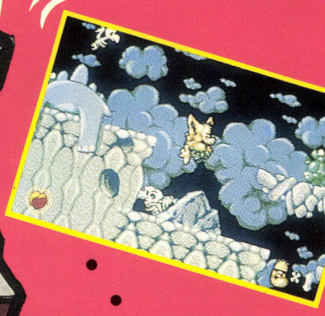

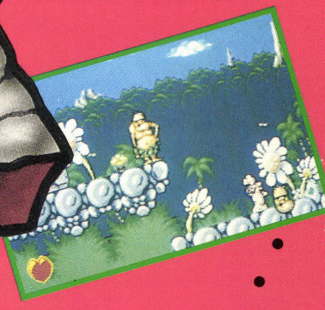

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NINJA GAIDEN
(Sega/Game Gear)

Invincibility Code - Here is a password that will give you invincibility throughout the game. Go to the password option and put in NODIE. When you start the game In this situation, your energy will not go down when you get hit.

Go to the password screen and enter the code.

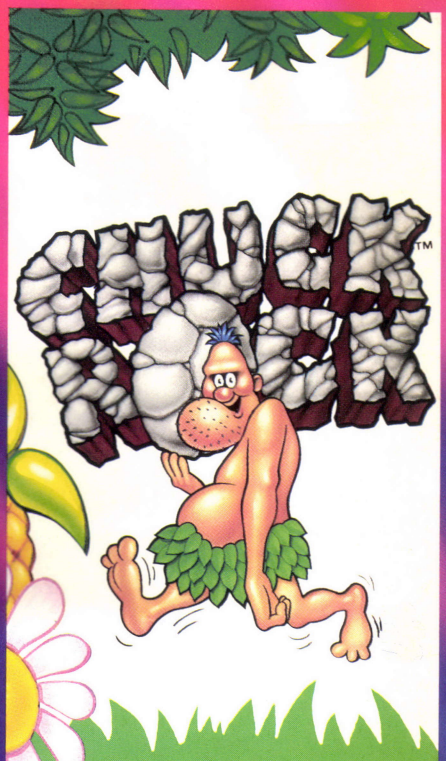
You are now invulnerable to all attacks!

Y'S 3
(Renovation/Genesis)

Super Power-Up Trick - To increase your power level all of the way up to 12, utilize this method. Either call up a saved position in your game, or start a new one. Call up the option screen by pressing START on controller one. Now go to the status option and press A, B or C to access it. On controller two, hold all three buttons and press UP, or DOWN to change your power level. You can choose to be at any power level from one to 12! This will give you a greater advantage when fighting the bosses.

Call up the option screen and then the status screen. Now, go to controller two and do the trick!

Once you do this fabulous trick, you will be able to get your power level up to an incredible 12!



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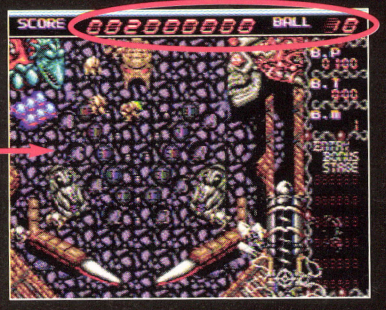
DRAGON'S FURY
(Tengen/Genesis)

Increase Lives and Score - Here are some awesome codes to put in for that incredibly quick pinball game, Dragon's Fury. In order to increase your lives to seven and to start with 390,000 points, enter: DEVILCRASH. To increase your lives to 10, and start with 2,000,000 points, enter: TECHNOSOFT on the password screen.

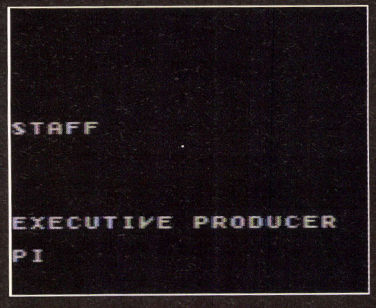
Mike Larson
Urbandale, IA



NOTE: Trick works on preliminary version of game. Production copy may vary.

NINJA GAIDEN
(Sega/Game Gear)

See Ending Credits - With this password, you can get to the screen that gives the ending credits with the designers and programmers of the game. Just go to the password option and enter: MONTY.



SPACE HARRIER
(Sega/Game Gear)

Mode Select - Make your game either less intense or more difficult with this first person shooter for the Game Gear. Make sure your Game Gear is off. Hold button 1, and START at the same time. Now, turn on the Game Gear. Wait until the "SEGA" logo appears, let go, and press button 1 and START again. As the logo fades, you will see the word "HARD" appear. Repeat this process with button 2 for an "EASY" mode.

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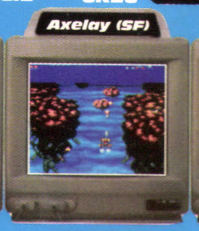
Last Fighter Twin

Aisle Lord (MD-CD)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Chuck Rock (GEN)

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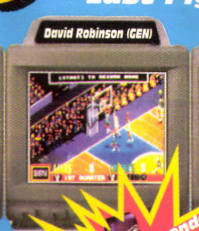
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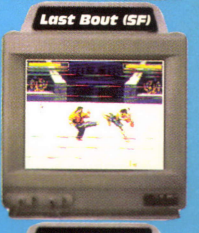
Last Bout (SF)

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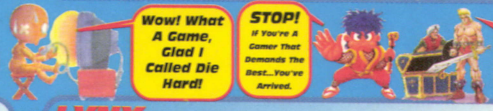
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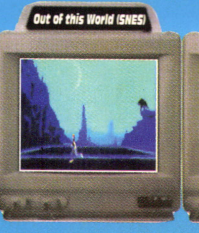
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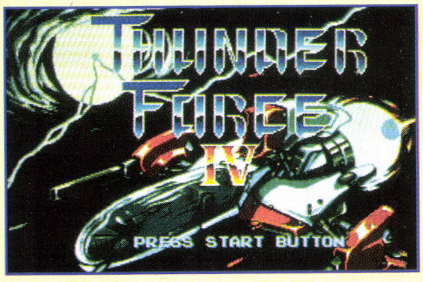
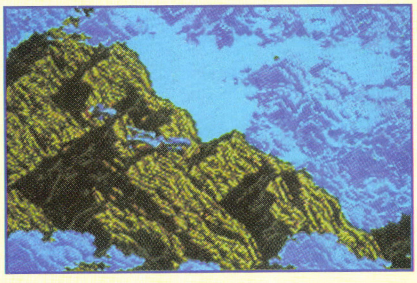
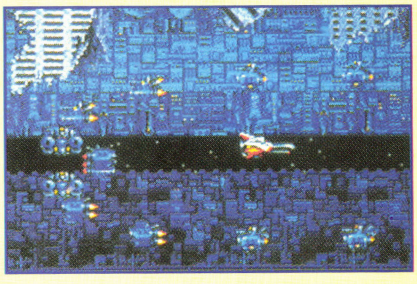
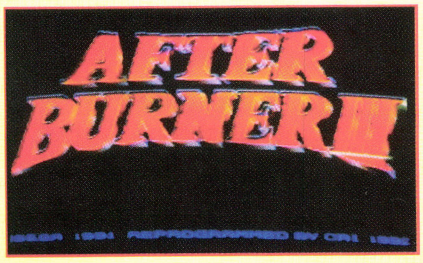






AFTERBURNER III

Genesis / Sega / Mega CD-ROM and Cart



It was destined to happen! Afterburner is becoming a sequel in the new smash hit... Afterburner III!

Your F-15 fighter is chock-full of the latest high tech weaponry that can drive the advancing forces back! You can choose from your powerful missiles or blast them with your cannons!

Afterburner III even has more levels than its predecessor!

Menu: Genesis: Red; Mega Drive: Blue; Mega CD-ROM: Orange; U.S. Game Gear:Yellow; Japanese Game Gear: Green; Master System: Cyan.

COSMIC FANTASY STORIES

Mega CD-ROM / Telenet of Japan

Cosmic Fantasy Stories by Telenet is one of the latest RPG additions to the Mega CD-ROM!

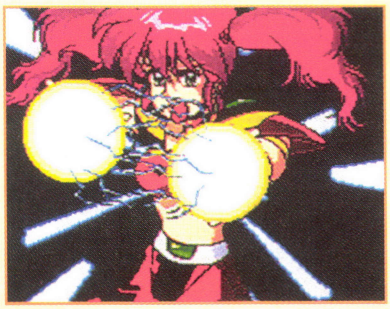
As the story goes, a powerful dictator known as Galam kidnaps Van's true love, Laura. However, Van is part of the elite Cosmic Hunters! He and his group of warriors set out to rescue Laura and put a stop to Galam, forever!

You must now collect new, powerful weaponry and fight Galam's enemy forces if you ever hope to save your beloved Laura!

Cosmic Fantasy Stories is an RPG with a long storyline and fantastic cinema displays throughout! It may just be one of the better RPG's available for the Mega CD.

Your party must uncover the secrets contained in the cave.

The battle scenes show the combat right up close.

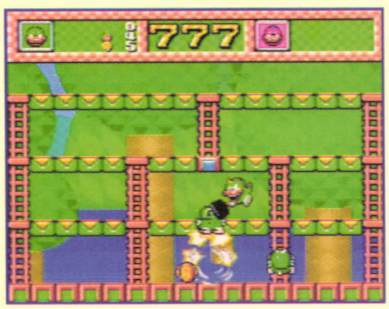


'GATOR 'GATOR WORLD

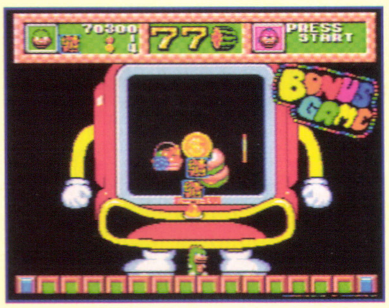
Mega Drive / Kaneko of Japan

'Gator 'Gator World is the story of a young alligator determined to stop the evil Emperor Pincock from taking over 'Gator 'Gator World!

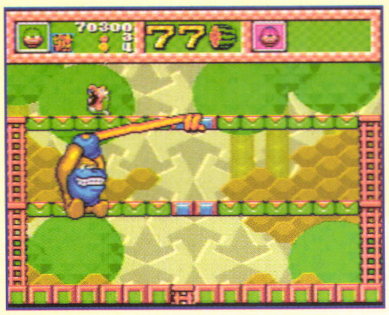
Your only hope is to knock out bricks to trap enemies in them. You can also collect bonus items, extra lives and weapons by matching 3 numbers on the slot machine!



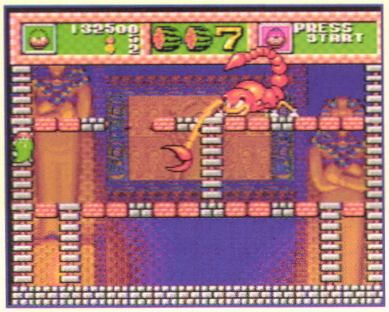
Use the mallet to destroy the blocks and trap the enemies.



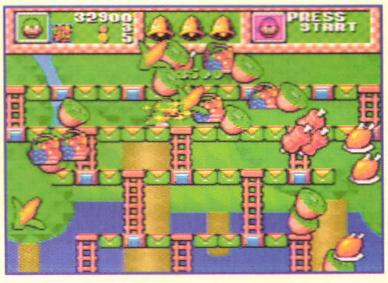
Get to the bonus game and run around collecting all of the treats.



BOSS 1



BOSS 2



Get the jackpot to win big prizes like fruits and money.

Menu: Genesis: Red; Mega Drive: Blue; Mega CD-ROM: Orange; U.S. Game Gear:Yellow; Japanese Game Gear: Green; Master System: Cyan.

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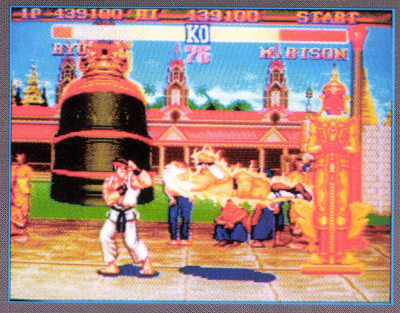

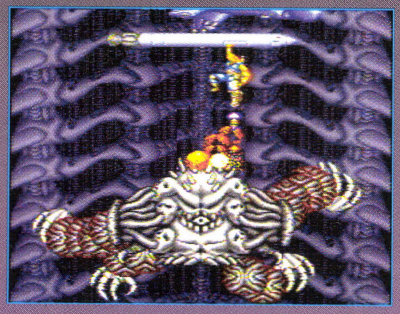

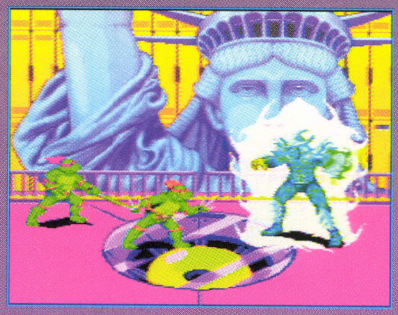

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TOP PRO GOLF

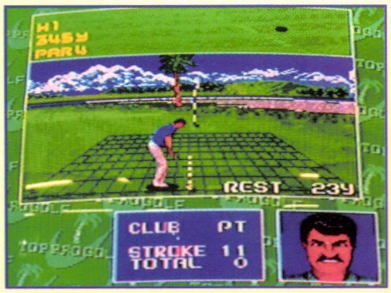
Mega Drive / Soft Vision of Japan

If it is one type of game that the Mega Drive has been missing it would have to be a good golf game. Soft Vision is now working on one to fill that void.

Top Pro Golf is a game any novice or avid fan of golf will enjoy. You can pick from a variety of different players and even have a two player verses tournament against each other!

You can select different difficulties like wind speed and/or direction, and choose course types with hills and/or valleys. You can even pick the type of green desired.

The game is set in a behind the golfer perspective. When the ball is hit into the hole, you witness a close up shot of it! For the ultimate in golfing action, look no further than Top Pro Golf!



STEEL TALONS

Genesis / Tengen

Steel Talons is a near perfect translation of the game that has taken the arcades by storm!

You are the pilot of choice in a mission to stop the enemy forces that are crossing into U.S. territory. Your helicopter is equipped with the latest in missile and radar technology!

The polygon graphics have thankfully been left in and the sound effects seem like they're lifted right from the coin-op!

The ultimate fighting machine!

Menu: Genesis: Red; Mega Drive: Blue; Mega CD-ROM: Orange; U.S. Game Gear:Yellow; Japanese Game Gear: Green; Master System: Cyan.

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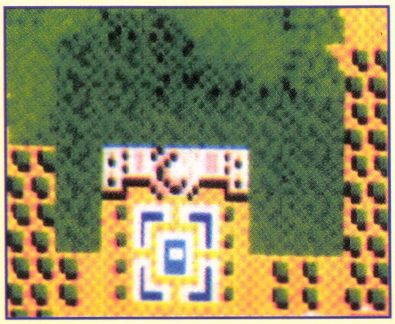
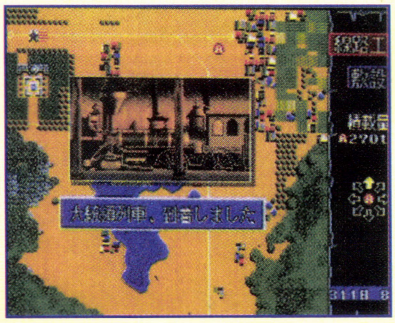
TAKE THE 'A' TRAIN
Mega Drive / Sega of Japan

Have you ever dreamed of becoming a railroad tycoon? Well, why not Take the 'A' Train to fulfill your dreams!

Every aspect of building and maintaining a railway system is faithfully reproduced in this title! The success of your railroad also depends on the railroad's location!

Take the 'A' Train is the perfect game for simulation lovers!





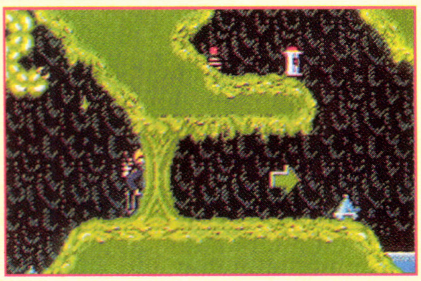
In Take the 'A' Train, there is always the possibility of disaster! In this instance, your train has derailed!

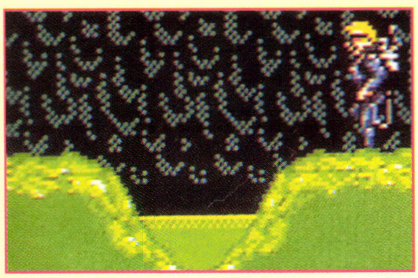
TODD'S ADVENTURES IN SLIME WORLD
Genesis / Renovation

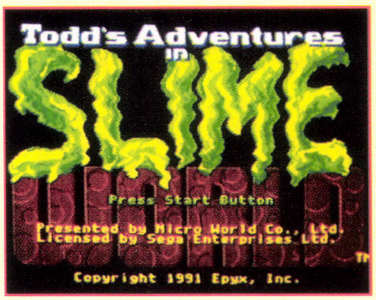
The hit title, Slime World, is now making a grand appearance on the Genesis! In Slime World, your hero, Todd, has discovered a world made entirely of gross slime.

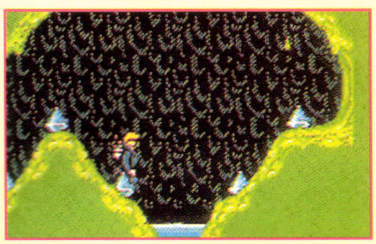
Slime World is game of many adventures. You can set out to explore the planet, wipe out slime monsters, or even go head-to-head with another player and attempt to destroy each other!

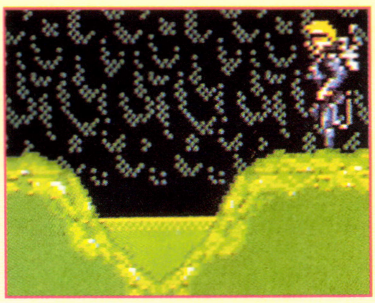
Todd's Adventures in Slime World is available now in Japan!











Menu: Genesis: Red; Mega Drive: Blue; Mega CD-ROM: Orange; U.S. Game Gear:Yellow; Japanese Game Gear: Green; Master System: Cyan.

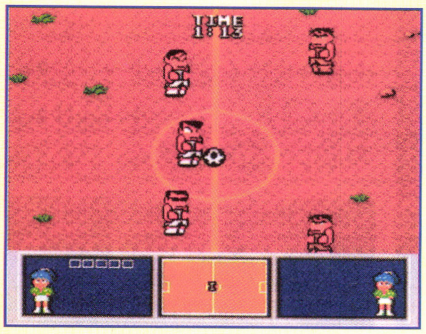
HIGH SCHOOL DODGEBALL
Mega Drive / Palsoft

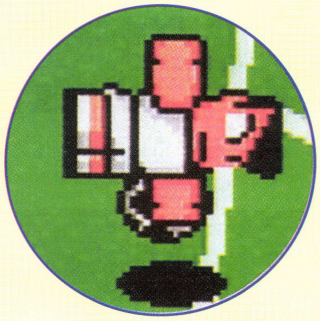
High School Dodgeball is a very popular title in Japan for the Super Famicom! Now, it is being converted for play on the Mega Drive.

Our hero, Kunio, jumps into action with different kinds of techniques. The player takes his place in leading the team to the National Soccer Tournament!

The game play is very unique in that you only use two buttons to control passing and kicking.

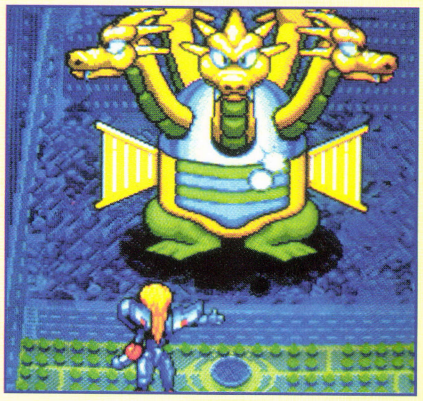
The use of two buttons to control passing, dribbling and shooting really keeps the complexity of High School Dodgeball to a minimum!





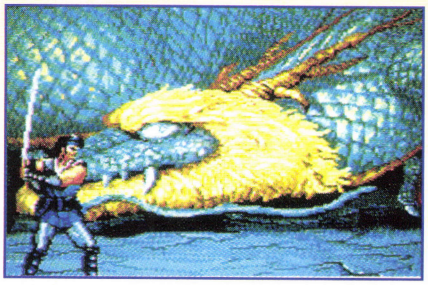
BATTLE SMASH
Mega Drive / Kaneko

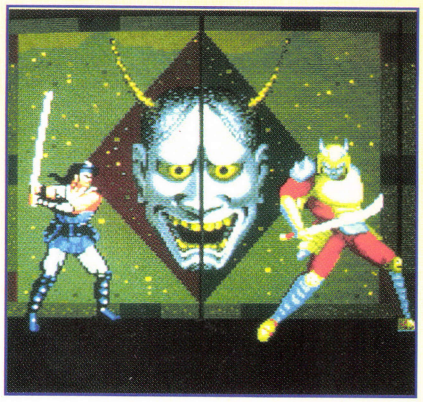
No matter how many times you play, you can enjoy this game because of the simple rules. The basic concept is to shoot the ball back and forth between two players and score points by knocking out your opponents. Battle Smash is set up to be much like tennis.



TALES OF HEAVEN
Mega Drive / Kaneko

In the story, our hero, having been cast out of the heavens, returns to battle the evil that has been spreading throughout the land. There are six rounds of horizontal scrolling action topped off with one-on-one battles against the guardian of the level!





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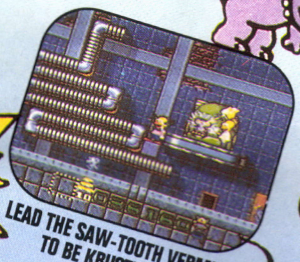
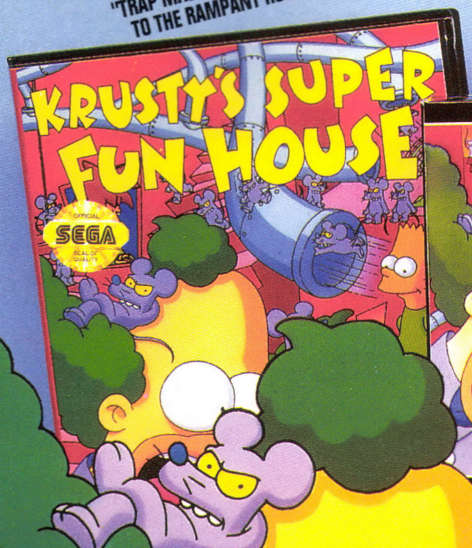
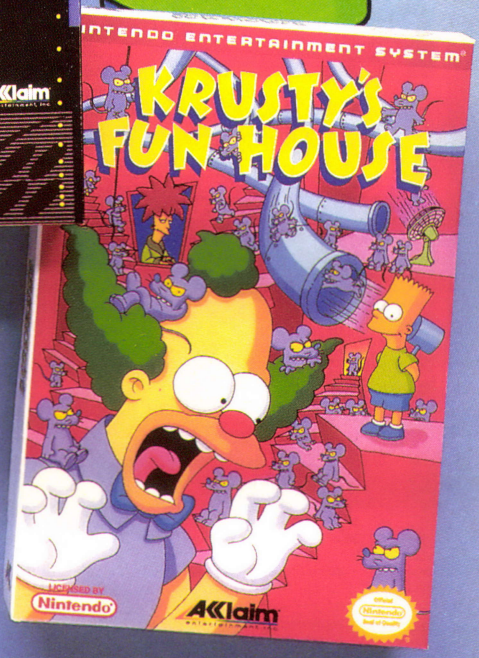
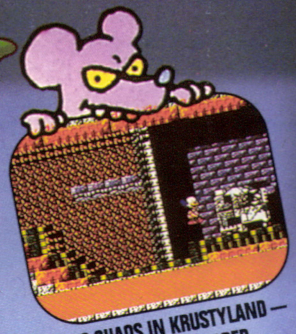
"TRAP MASTER" BART SOCKS IT TO THE RAMPANT RODENTS



LEAD THE SAW-TOOTH VERMIN TO BE KRUSTERIZED







IT'S CHAOS IN KRUSTYLAND — RATS HAVE INVADED THE FUN HOUSE!

Hey, kids! Help out your old pal Krusty the Clown! Rats have invaded my official Krusty's Fun House! The little varmints are everywhere! I need you to lead the filthy rodents to traps guarded by my loyal cadets, Bart & Homer Simpson, Sideshow Mel, and Corporal Punishment. Then we blow 'em up! We laser-blast 'em. We Krusterize the little stinkers!!! Hoo boy! Making Krusty's Fun House vermin-free is not a pretty task, kiddy cadets-but someone's gotta' do it!

MATT GROENING

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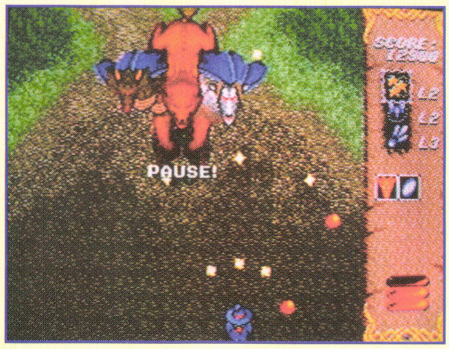
TWINKLE TALE

Mega Drive / WAS of Japan

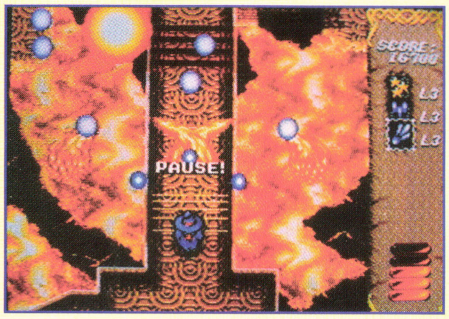
Twinkle Tale is an overhead shooter unlike anything seen before! Your wizard must seek out the evil that is infesting the vast countryside.

If you want power-ups, Twinkle Tale has got them! You get three main weapons that can be powered-up a total of three times each!

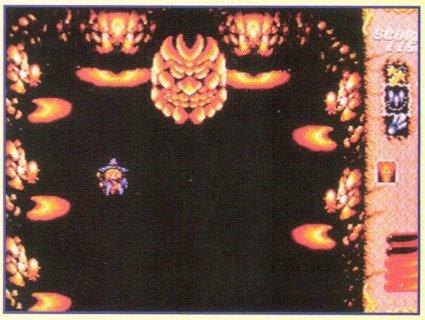
The game was in its early stages when we played it but what we saw looked hot!



These enemies are a real nuisance. Any magic you use bounces off of them!

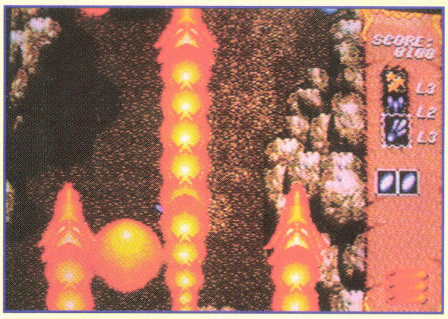


The warping effects of the fire underneath has to be seen to be believed!

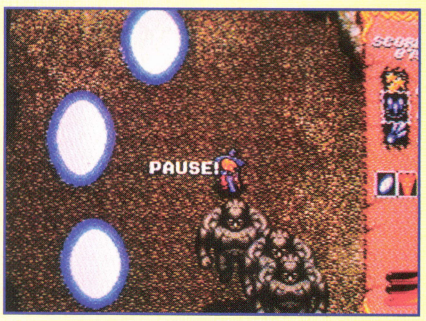


This Boss looks more difficult than it is in reality. Simply dodge the flames

The mountain pass is a difficult level to complete.



When the enemies are tough, just toast 'em with the fire magic!



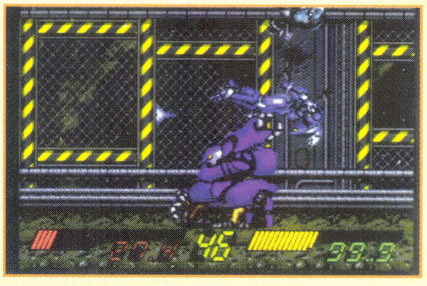
The spheres have long range capability and rarely miss.

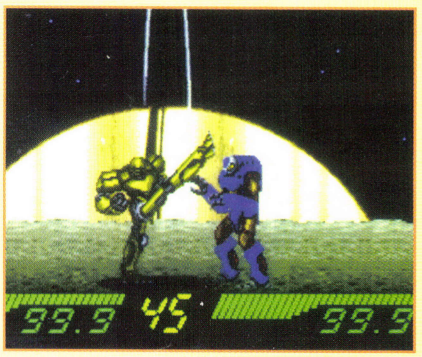
HEAVY NOVA II*

Mega CD-ROM / Bignet

Due to the success of Heavy Nova, Bignet is releasing a sequel with the working title of Heavy Nova II.

Ten stages of one-on-one robot action, along with fantastic animated cinemas will be built into the new CD-ROM version. Expect it to be one of the first third party Mega CD discs.





** NOTE: Heavy Nova II is a working title and is subject to change.*

Menu: Genesis: Red; Mega Drive: Blue; Mega CD-ROM: Orange; U.S. Game Gear:Yellow; Japanese Game Gear: Green; Master System: Cyan.

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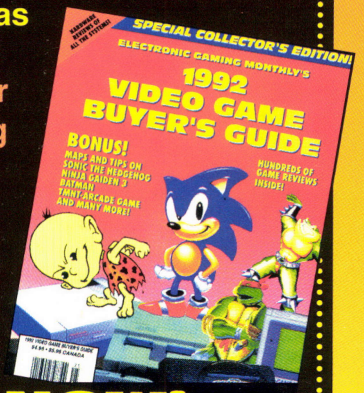

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MEGA FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	HARD	2nd Half '92
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	12 MEG	N/A	RPG	100%

THE BLACK DEVIL RETU

Rune is a huge land that separates the Eastern and Western continents, and is blessed with many countries, tribes and languages. Unfortunately, the people got too accustomed with utopia. In their complacency, they forgot about the Black Devil that had been sealed up by the people a thousand years ago.

The country of Gardiana, located in the West, has born a heir that was destined to inherit the guardianship of the seal handed down by the gods. In honor of this, the country had cultivated an atmosphere where discipline, tradition and honor were key. Due to this, the spirit of the people faded away.

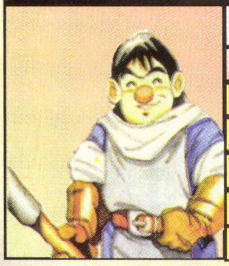
There are over 16 different characters throughout this monster RPG to find, to help others with and to use in your quest! Each character is complete with his, her or its own statistics for combat usages. The ATTACK and DEFENSE come into play when either attacking (obviously) your opponent or being attacked by another monster! AGILITY will determine how far your character can move during combat. HP and STAMINA determine the amount of health you possess Finally, MP shows how much magic you can use!

Below is a list of all the characters you can obtain. These stats represent what is owned when you get them. Know that they can be raised!

MAIN HERO

FENCER	
MP - 8	HP - 14
ATTACK	11
DEFENSE	4
AGILITY	6
STAMINA	4
HUMAN	

RAGU



COMBATANT	
MP - 0	HP - 9
ATTACK	10
DEFENSE	5
AGILITY	5
STAMINA	5
DWARF	

ZAPPA

MERCENARY	
MP - 0	HP - 23
ATTACK	27
DEFENSE	14
AGILITY	7
STAMINA	12
WAR WOLF	

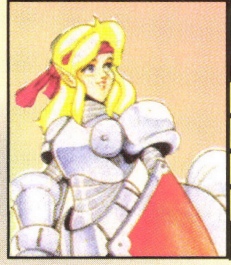
GOTO

COMBATANT	
MP - 0	HP - 12
ATTACK	15
DEFENSE	8
AGILITY	6
STAMINA	4
DWARF	

ARTHUR

KNIGHT	
MP - 0	HP - 9
ATTACK	15
DEFENSE	6
AGILITY	7
STAMINA	7
CENTAUR	

MEI

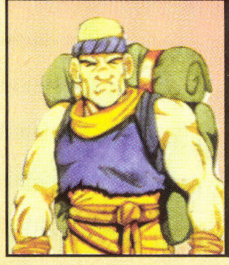


KNIGHT	
MP - 0	HP - 11
ATTACK	14
DEFENSE	7
AGILITY	7
STAMINA	7
CENTAUR	

KEN

KNIGHT	
MP - 0	HP - 8
ATTACK	8
DEFENSE	4
AGILITY	5
STAMINA	6
CENTAUR	

GONG



TRAINING PRIEST	
MP - 8	HP - 11
ATTACK	11
DEFENSE	4
AGILITY	5
STAMINA	6
GIANT	

RNS TO RULE FOREVER!

On the Eastern continent, the strategist Daksol advanced his plot to take over the forces and use the seal to release the Black Devil.

As the first 12-Meg RPG on the market, this cart boasts of a long quest with over 23 power-ups to collect and two continents to explore!

The quest is loaded with sub-plots leading up to a main one! Also, there is a great deal of character development for over 16 characters!

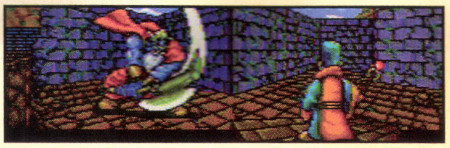
FORCE

EGACY

F

TENTION

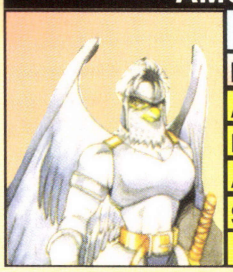
GREAT CINEMAS AND ATTACK SEQUENCES!



BARBAROI

WARRIOR	
MP - 0	HP - 16
ATTACK	17
DEFENSE	11
AGILITY	7
STAMINA	11
BIRD MAN	

AMON



WARRIOR	
MP - 0	HP - 15
ATTACK	15
DEFENSE	8
AGILITY	7
STAMINA	11
BIRD MAN	

DEANAY

ARCHER	
MP - 0	HP - 16
ATTACK	17
DEFENSE	11
AGILITY	7
STAMINA	11
ELF	

HANS

ARCHER	
MP - 0	HP - 14
ATTACK	14
DEFENSE	5
AGILITY	5
STAMINA	6
ELF	

ANRI

MAGE	
MP - 13	HP - 13
ATTACK	16
DEFENSE	4
AGILITY	5
STAMINA	3
HUMAN	

TAO

BIRD MAN	
MP - 0	HP - 16
ATTACK	17
DEFENSE	11
AGILITY	7
STAMINA	11
ELF	

CHIP

PRIEST	
MP - 10	HP - 11
ATTACK	10
DEFENSE	5
AGILITY	5
STAMINA	4
CANTOR	

ROW

PRIEST	
MP - 11	HP - 10
ATTACK	10
DEFENSE	5
AGILITY	5
STAMINA	5
HOBBIT	

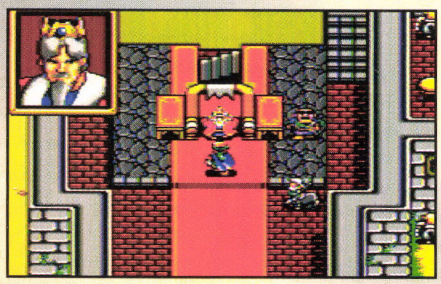
A 12 MEG LAND FILLED WITH PERRIL AND THRILLS!

Both the Eastern and Western continents will have some of the most detailed lands ever to be graced by an adventure game!

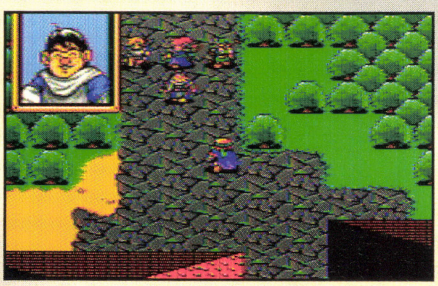
Presented in the map are 13 different fantastic places to visit. These sites have their own secrets, characters, characteristics and loads of treasures to be discovered! Of course, there are more places to explore in the Eastern continent, but we are not going to spoil all of the fun for you! Feel free to thoroughly explore the lands.

1. Old Castle Tiat
2. Gartiana
3. Altaron
4. Lindlind
5. Shed
6. Bastock
7. Manaria
8. Pao Plain
9. Uran Fortress
10. Wararu
11. Rudor Village
12. Doragonia

ENTER GARTIANA VILLAGE!



You will need to visit the King of Gartiana! He will ask you to help him rid the land of the Black Devil's curse. Also, obtain a pass from him to exit the city!



As you leave the King, the first time, you will be followed by five characters that want to join your party! After which, go to the underground meeting place.

At the village, you must first get permission to seek an audience with the King. To do that, talk to his personal guard and he will let you pass. After speaking with the King, leave the castle and the following characters will chase after you and join you in your quest; Anri, Hans, Row, Goto and Ken. Once they have joined you, speak with them in the underground chamber near the castle and attempt to get as much info as possible. Then, get a pass from the King to enter the castle, Tiat!

FIRST ENCOUNTER AT TIAT!

You must journey to the far south-east corner of the valley to discover the threat that confront you at the old castle Tiat! There will be five goblins, two ogres and a powerful centaur knight in your way! You first battle the group of three goblins in the center of the ruins. Be sure to keep your magic users in the rear and do most of the fighting with your warriors. Next, attack the rest of the evil doers, concentrating on the ogres. Once they are dead, go after the centaur!

GOBLINS

Rid yourself of these pests by using your warriors in close combat!

OGRES

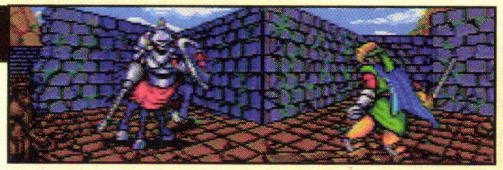
Make sure to keep your spell casters away from these and strike from afar!

DARK CENTAUR

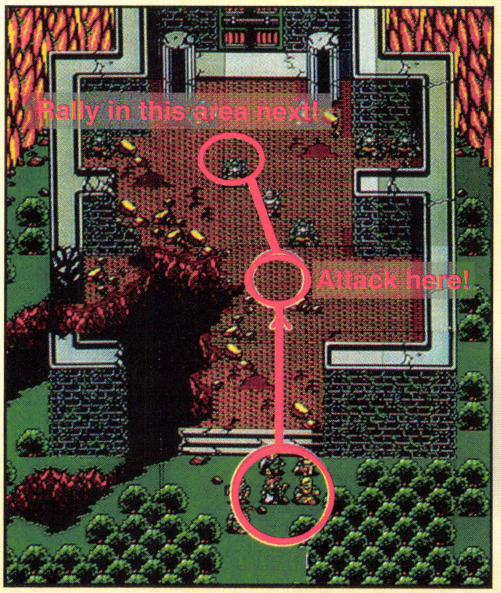
Use Tao's fire spell and Hans' archery skill to quickly finish off this foe!

Gather your characters by placing the warriors up front. Then, attack the three goblins in the center of the ruins!

Heal your characters and prepare to head towards where the rest of them await. Have the ogres approach first, then gang up!



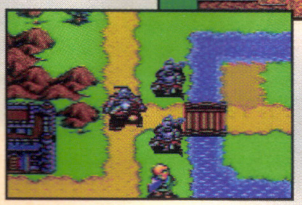
CASTLE TIAT



CIRCLE THE OUTSIDE LANDS!

First, go right of Tiat to find the home of Gong. Talk with him and he will join your party. Also, save your game here!

After you get Gong, go to a battle in the hills!

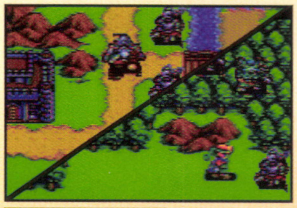


Go to the bridge to beat the enemies there!

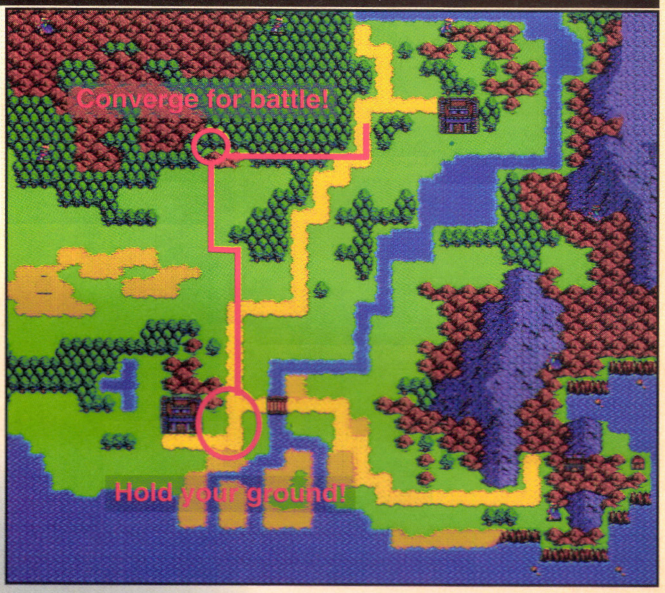
The first thing you must do is enter Gong's home. Speak with him and he will join up with you. After that, head through the hills (straight up) and you will encounter more goblins and ogres! Stay in the hills for defense purposes. Then, defeat the two dark knights at the bridge to enter Gartiana.

DOOM IN GARTIANA AND A VENTURE TO ALTARON!

Gartiana is destroyed! The Black Devil's forces have beaten you to the village. The King will be kidnapped by the Black Devil and you will gain Mei at the palace and Ragu at the bar!



Getting to Altaron will not be very easy! You will need to fight through more forces, as well as a new character, a giant bat! First, fight at the palace, then in the north forrest!



TALK WITH THE KING AND FIND NEW FRIENDS!

As you arrive in this quiet little town, you will be able to learn a great deal from the local inhabitants of Altaron. However, when you go to visit the King, he seems a bit strange when he asks you to follow him. He is secretly siding with the Black Devil! You are then cast into a prison cell along with the priest of Gartiana. If you play it right, you will be able to get rescued by Chip, but you will have to face a whole new cast of creatures!

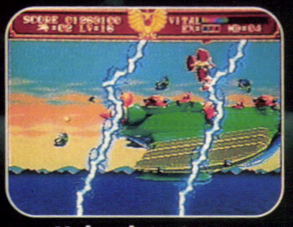
Try banging on the cell bars to stir up some attention. Chip should come to your rescue. However . . .

Outside, the Black Devil is waiting with a huge party of new magical foes. From here, it is up to you to win!

ENTER THE FUTURE THAT MIGHT HAVE BEEN!
BATTLE NEVER-BEFORE-SEEN DEADLY WARSHIPS!

STEEL EMPIRE

Control of the sky is the key to victory in the Age of Steel



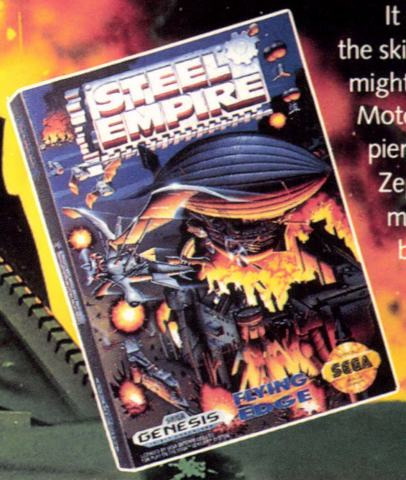
Unleash a storm of destruction with your Lightning Bomb

Launch an assault on the heavily armored Aero Gun Ship

The Motorhead Empire is steamrolling across its borders

Landslides fill the caverns with boulders and explosive gases

Don't let General Styron escape justice!



It is the Age of Steel. Mammoth battleships cruise the skies. Invincible fortresses float on air... and military might rules the day. Only one hope against the evil Motorhead Empire invasion remains...You! Fire armor piercing missiles from your Striker aircraft and Z-01 Zeppelin and reduce Motorhead's juggernauts to molten metal. Enter the future that might have been...and wage the war of the *Steel Empire!*

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SEGA GENESIS 16-BIT CARTRIDGE

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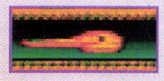
MEGA FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	NAMCO	GENESIS	MODERATE	JULY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	8	ACTION	100%

RETURN TO THE HORROR!

Three months ago, the nightmare began as Rick used the power of the mask to defeat the creations of Dr. West in the West Mansion (where your girlfriend, Jennifer, was captured). Now, the nightmare has returned once more, as the mask beckons you to utilize its powers to again rescue Jennifer. You must journey back to the house where she is being held prisoner. Along the way, you will encounter hordes of bloody beasts and murderous marauders. Using the powers of the mask, Rick can do moves such as the punch, kick, jump kick and slide. Throughout the levels, you will discover weapons like the pipe, chain saw, oar, shotgun and more. Hordes of enemy encounters will include ugly adversaries like green and purple beasts, bloody zombies, spikes, writhing hands, annoying poltergeists, man-eating fish, and bloodworms. Plus, an array of bosses will make you wish you had stayed home for the evening. The terror mask is your only hope. Jennifer awaits your rescue attempt!

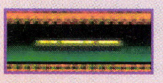
KEY WEAPONS

OAR

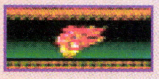


BONE

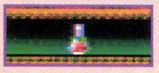
PIPE



HEAD

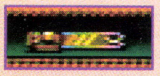


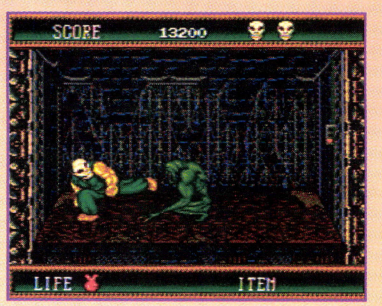
FIRE POTION



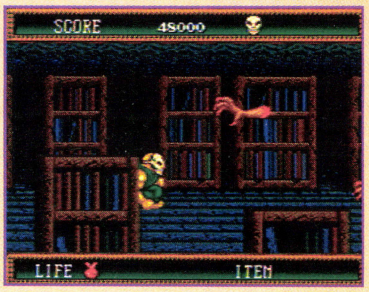
GUN

CHAIN-SAW

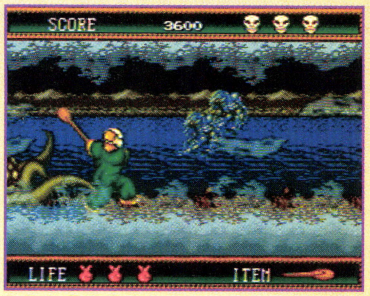




Goons drop from the top into the elevator.



If you need a hand in the library, this is the place.



Batter up! It is time to hit a line drive into the lake!

That's using your head (or someone else's)!

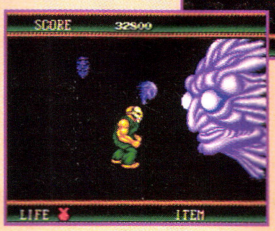
Grab your rifle and it is goon season again!

SPLATTERHOUSE 2

LEVEL 1
Use the pipe to hit these guys.

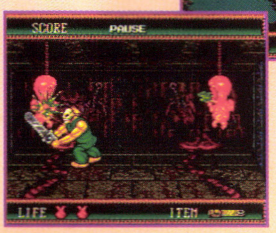
BOSS 1
Knock the slime out of this thing.

LEVEL 2
The bone comes in handy.



BOSS 2
Seeing is believing.

LEVEL 3
See the map below for details.

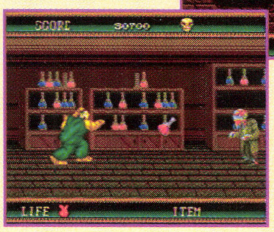


BOSS 3
Slice and dice alien babies!

LEVEL 4
Spirits change direction.

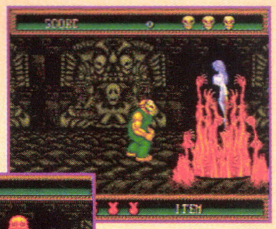
BOSS 4
Sliding bosses can be a pain.

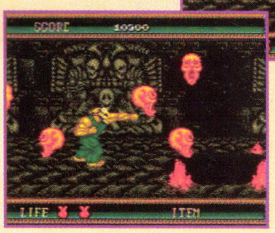
LEVEL 5
Beware of aliens under glass.



BOSS 5
The scientist is burning mad!

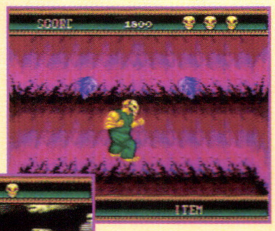
LEVEL 6
Keep your hands to yourself!





BOSS 6
Start knocking heads around.

LEVEL 7
Journey into the spirit void.

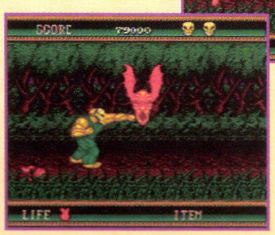


BOSS 7
Run away from the blue ghoul.

LEVEL 8
The house is falling down!

BOSS 8
Here's squid in your eye!

FINAL BOSS
This guy is tough!



It will turn into a flying head as you hit it.

Punch this goon to get it out of your way.

This one will jump in the water by itself.

Jump kick this fish out of water.

Duck this guy's punch.

A jump kick and a punch will take care of these two.

This dude will jump back and forth, so simply hit it into the water.

Give this fish a jump kick.

Purple goons will be all over here.

LEVEL 3

The purple monsters will be jumping all over the place, but a good punch will put them out of commission.

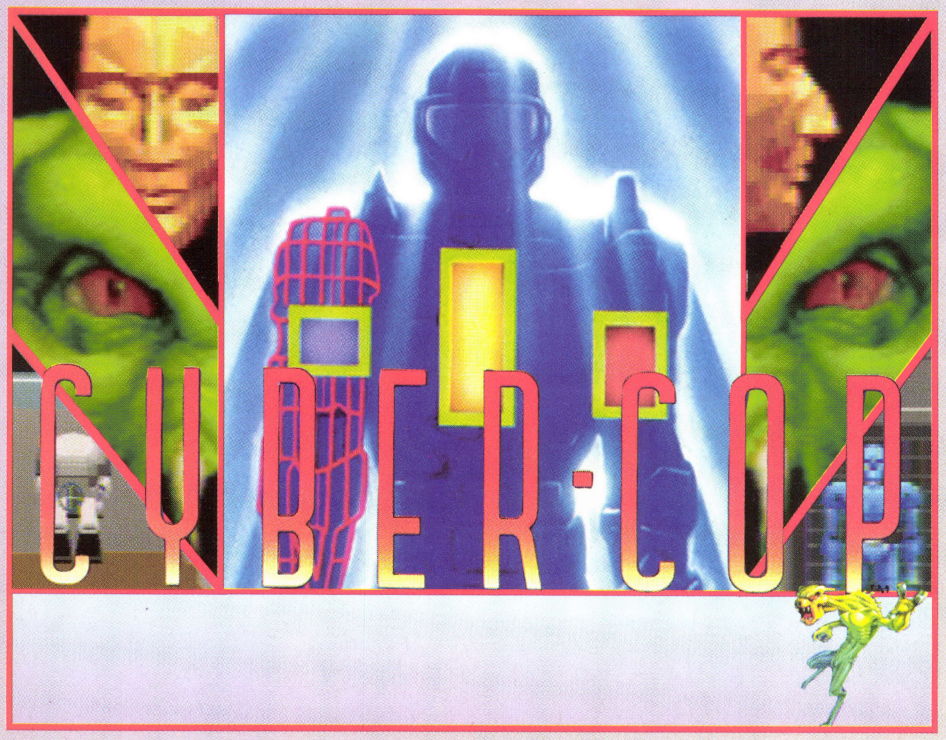
More fish to handle.

This one will jump back and forth.

You will encounter a goon and a fish here.

The exit!

MEGA FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	VIRGIN	GENESIS	HARD	JULY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	16	ACTION	95%

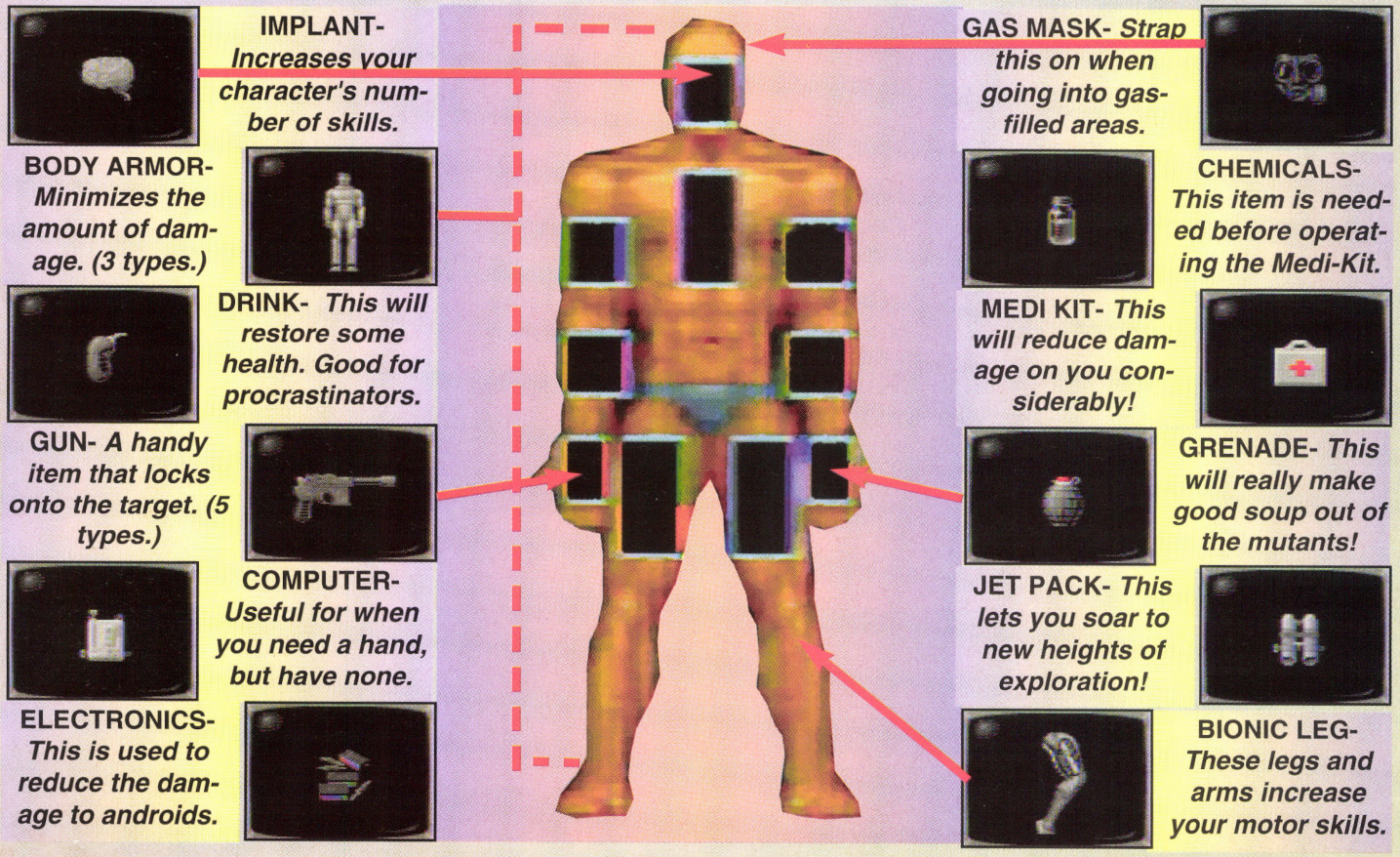


CORPORATE ESPIONAGE!

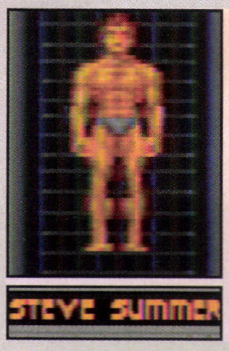
A corporate silence has been initiated after a series of unexplained murders outside the London facility of the U.C.C. (The Universal Cybernetic Corporation). Later the police have discovered that Jack the Ripper was in fact an experiment coming from the Corporation! Now, it is time for you to investigate the reasons for these atrocities.

You are a special agent for the "Zodiac" enlisted to penetrate the U.C.C.'s heavily guarded factory. This establishment is protected by an array of human and cybernetic guards, and the supposed artificial lifeform called, "Freddy." The mission is simple, penetrate the building to find and retrieve an embryo from the genetic laboratory and then, escape from the establishment. The building is heavily guarded, so be wise in your decisions. Are you *man* enough to defeat the corporation?!

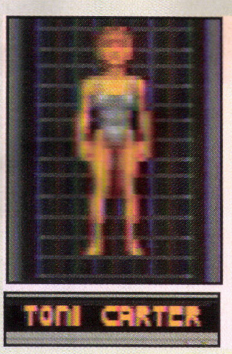
POWER-UP YOUR CHARACTER WITH OVER 20 ITEMS!


IMPLANT- Increases your character's number of skills.
BODY ARMOR- Minimizes the amount of damage. (3 types.)
DRINK- This will restore some health. Good for procrastinators.
GUN- A handy item that locks onto the target. (5 types.)
COMPUTER- Useful for when you need a hand, but have none.
ELECTRONICS- This is used to reduce the damage to androids.
GAS MASK- Strap this on when going into gas-filled areas.
CHEMICALS- This item is needed before operating the Medi-Kit.
MEDI KIT- This will reduce damage on you considerably!
GRENADE- This will really make good soup out of the mutants!
JET PACK- This lets you soar to new heights of exploration!
BIONIC LEG- These legs and arms increase your motor skills.

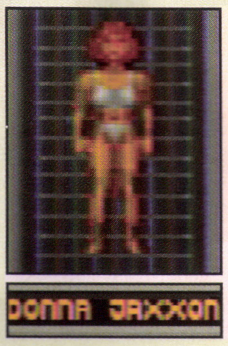
CHOOSE FROM A ROSTER OF SIX DIFFERENT CHARACTERS!

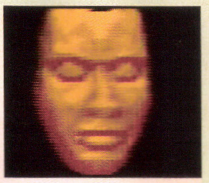


Steve is a good muscle bound brute, but is not the smartest.



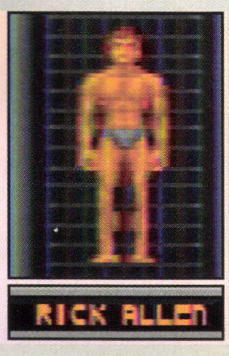
She is not very strong or fast, but is very intelligent .

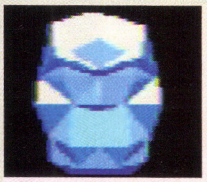




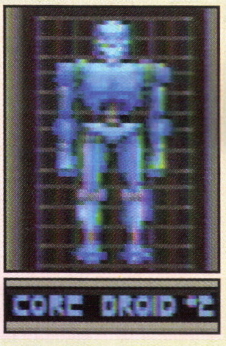
A fairly evened out character with good abilities and skills.

Rick has average strength, but is very intelligent.

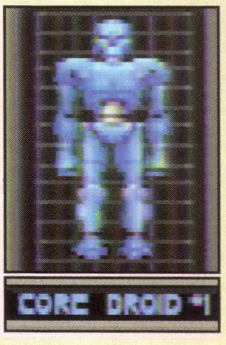




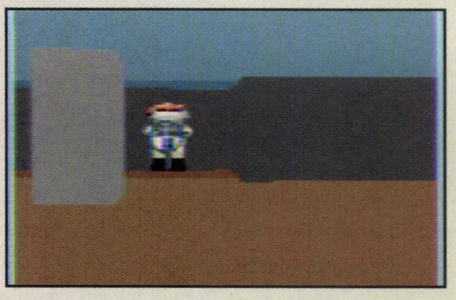
It is like the core droid model #1, but is smarter.

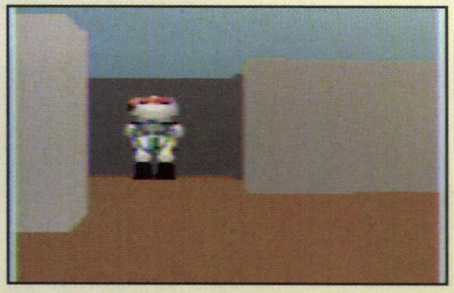


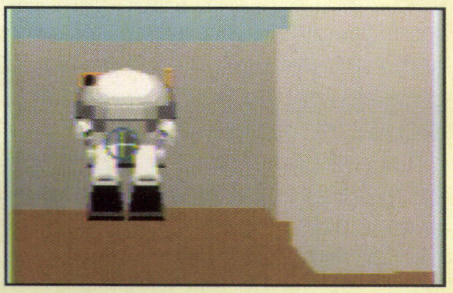
This strong model can last, but is very slow.

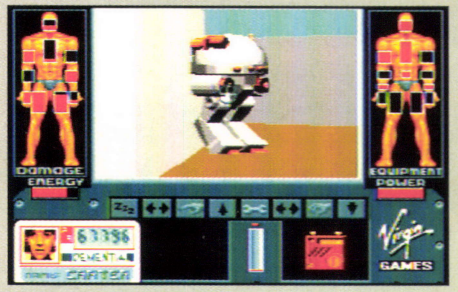


INCREDIBLY DETAILED POLYGON SCALING!



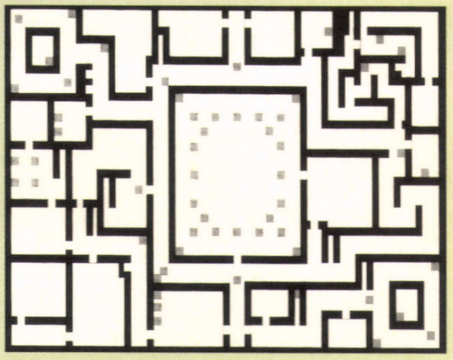




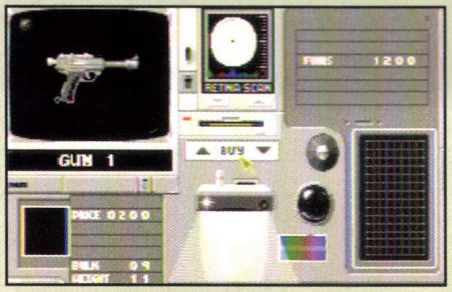


ACTION SCREEN

This is where the main action of the game is played. Here, you have many different options. For instance, using items and (of course) firing your gun which automatically locks on target!

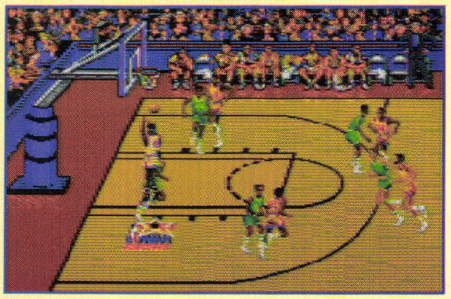


The first stage is a real challenge as you run into a **horde** of robots. The main thing you need to do is to stay behind corners and have your gun locked on the enemy. The evil robots will approach fast, so this is the best method of defense. Also, you should be wary of arachnid robots scaling the ceiling!

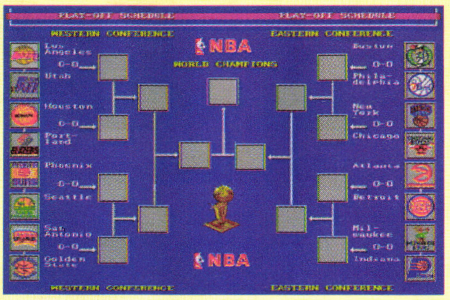


CHOOSE WEAPONS

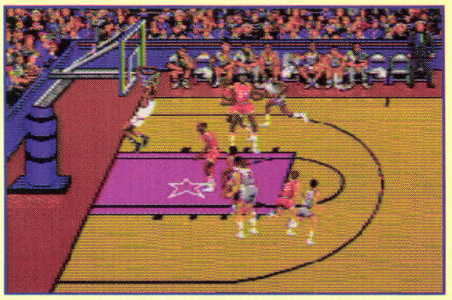
When you choose a character, you need to equip him/her/it with items and weapons. Therefore, you will need to enter this screen between rounds to purchase important items to assist you.



Worthy is in for two! There is no stoping the Lakers when they are hot. This is championship play.

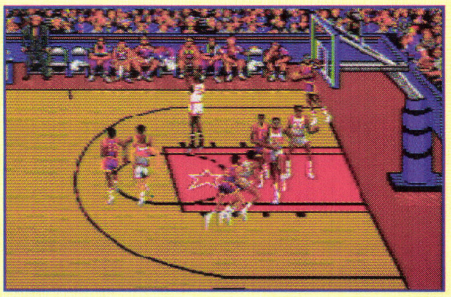


With 16 teams to choose from, basketball fans will find something to cheer about in this game!

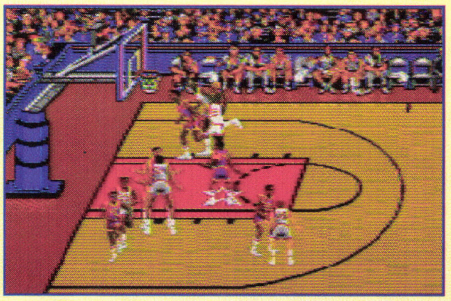


Robinson comes into the game! Use your player to make the jam and rack-up the monster points.

BULLS vs LAKERS And the NBA Playoffs



Worthy hits a master slam! Whenever these ballplayers get inside the paint - it's showtime!



Here is Jordan with the twisting slam dunk! You just earned two points for the talented Bulls!

This Is No Cakewalk!

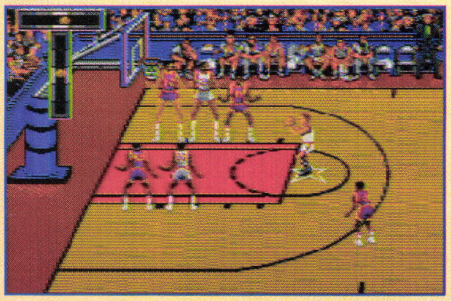
If you make it through the playoffs in this game, you deserve to be called World Champion! You are going to need to take some time to learn a bit about your team and the game of basketball, if you hope to compete with the list of outstanding players and teams in the game.

First, you will need to know that you must pass the ball, if you intend to do a lot of scoring. Also, you will have to play everybody on your team - not just your favorite player.

Second, you must learn to substitute your players because tired men will not play up to standard. This can be done during a time out or a foul. You must also know who is left on your bench though! In addition, you will be provided with a long list of detailed stats from both the game going on and from throughout the year. Finally, you must learn to keep your composure and not loose your cool. It is not going to be easy in there! Anybody can keep fighting it out if they are winning, but the test of a true champion is fighting just as hard or harder when things look bad. Whether you are Jordan, Worthy or the mailman Malone, you will have your hands full until the last buzzer. When everything is finally said and done, this may be the closest you ever come to the competitive jubilation (or the heartache) of the Bulls Vs. Lakers and the NBA Playoffs!

MEGA FILE

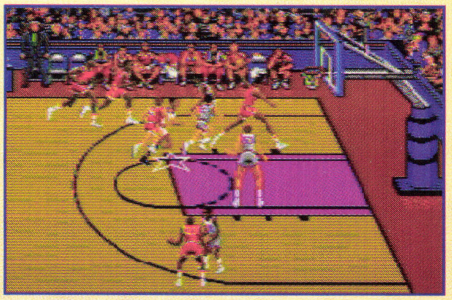
MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ELECTRONIC ARTS	GENESIS	AVERAGE	NOW
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	N/A	SPORT	100%



It is a pressure shot at the line! Take time to line-up your shots laterally and horizontally.

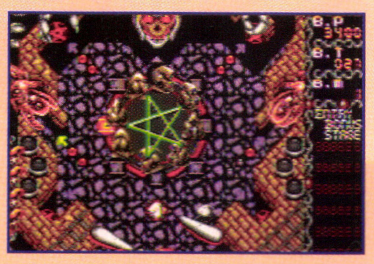
CHICAGO BULLS
PLAYER STATISTICS
PLAYER POS NO HT FOULS FTG
GRANT F 24 6'10" 0 4
PIPPEN F 33 6'7" 0 4
CARTWRIGHT C 24 7'1" 0 4
PAXSON G 5 6'2" 0 4
JORDAN G 23 6'6" 0 4
ARMSTRONG G 10 6'2" 0 4
HOOPES G 14 6'4" 0 4
HOPSON G 8 6'5" 0 4
KING F 34 6'11" 0 4
LEVINGSTON F 33 6'8" 0 4
PERSUE G 32 7'0" 0 4
WILLIAMS G 42 6'10" 0 4
SCORE:0 TIME:12:00 TIME OUTS:5
A:SUB PLAYER B:MORE STAT
C:SWAP TEAM START:GO TO GAME

Substitutions are the key to a good game. Tired players do not give the performance you need!

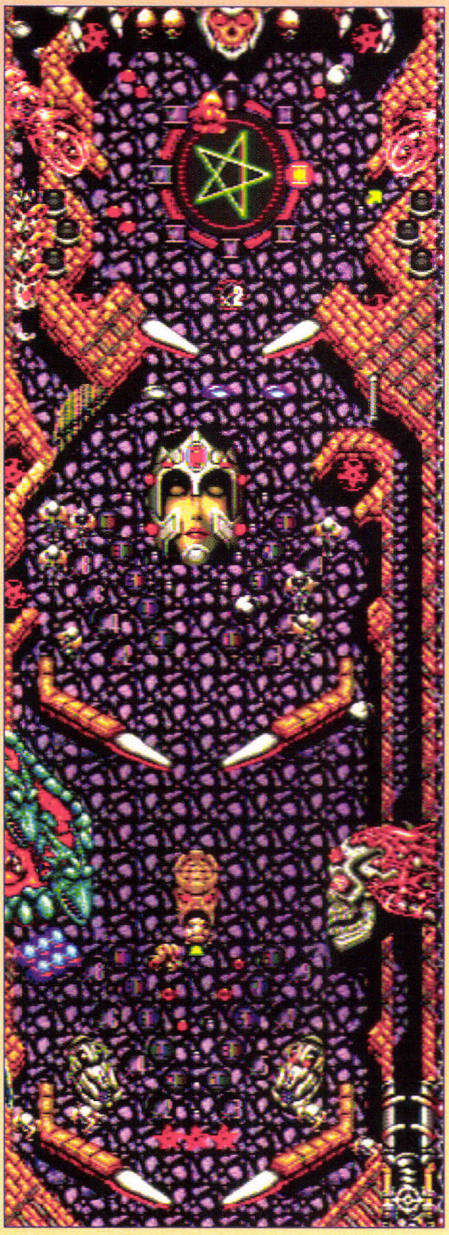


Come off of the bench and do a overhead slam tomahawk style! What moves!

DRAGON'S FURY

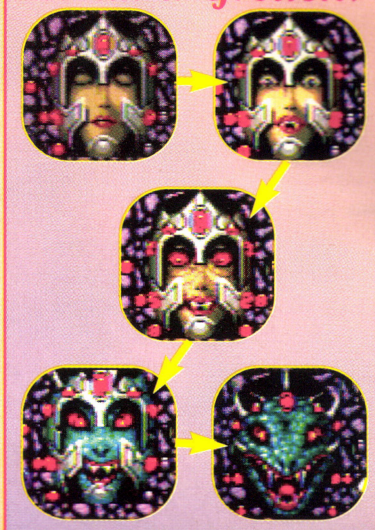


Obliterate these evil little monks to score some massive points.



Check-out this awesome map to add perspective to your playing. There are seven hidden bonus levels to find in the game.

What a Grouch!



Talk about your nasty dispositions! If the ball hits her enough times, she changes into a reptile!

Not for the Faint of Heart!

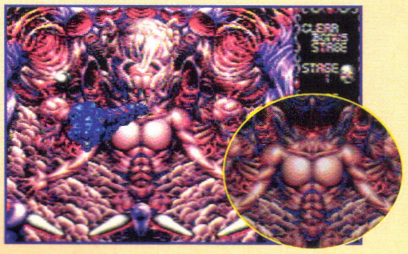
Dragon's Fury (Devil's Crash in Japan) has finally reached the Genesis, and it was worth the wait!

These three independent screens of hair-raising pinball action have to be seen to be believed! There are also many different and challenging bonus levels which can be accessed throughout the course of the game.

With graphics and sound that will have you running for cover, this awesome cart is sure to be a smash.

Limber up those flipper fingers because Dragon's Fury will test your timing and reflexes from start to end!

This is it! You have just entered the lair of the King Dragon. Destroy it and its axe-wielding henchmen.



Kill the beast of bonus level 6 by bashing the things coming out of its mouth, then beheading it!

Bonus level 3 is tricky. You must annihilate the two red electrodes. Then. prepare for the monster that appears next!

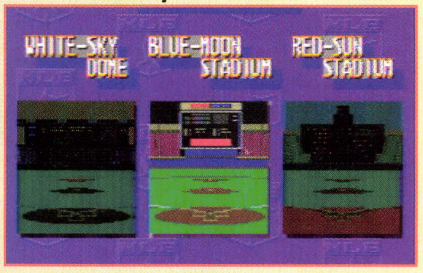
To get rid of these pests in bonus stage 4, shoot the bubbles, and then concentrate on the heads. Be careful not to lose the ball, or you will forfeit the round.

MEGA FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TENGEN	GENESIS	MODERATE	JUNE
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
4 MEG	N/A	SIMULATION	100%

Sports Talk Baseball

Safe! Load up those bases to score some serious runs. Computerized umpires make the calls.



Pick the stadium in which you would like to play. Each stadium is constructed differently.

Keep track of the men on base by using the diamond at the bottom right of the screen.

Play the All Pro game where baseball's greats play against each other. Or you can play a quick exhibition game.

HOME RUN!

Step up to the plate with Sports Talk Baseball by Sega. Realistic graphics and life-like voices make this cart every sports fan's dream come true.

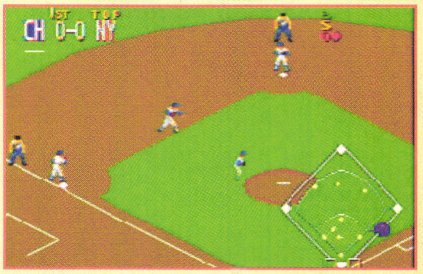
You not only have the ability to pick which major league team you want to be, you can customize your team, switch players and pick the kind of game you want to play. The game even allows you to choose from three different stadiums in which you can play!

The action really heats-up when it is your turn at bat. The pitcher can select from various pitches such as a curveball, change-up or fastball. As the batter, you can choose to swing at the ball, or even bunt!

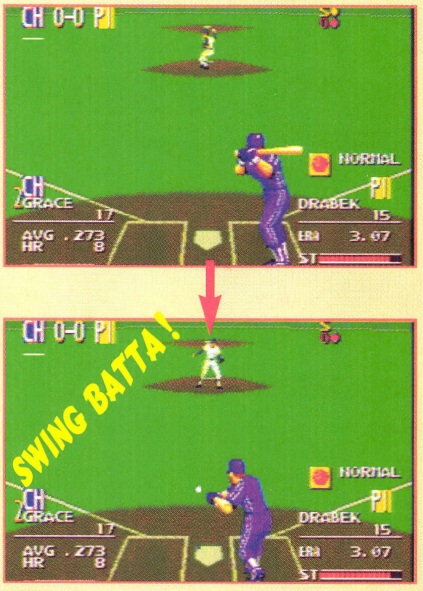
If you have been waiting for a baseball cart with great action, fantastic audio and awesome graphics, check-out Sports Talk Baseball by Sega. Batter up!!

The announcer narrates the action through the entire game. He adds a sometimes comical new dimension to this cart. If you wish, you can switch him off.

Change your line up to customize your team. Each player has different strengths and weaknesses. You can substitute players and change positions depending upon the opposing team's line-up.



You have to be really quick to be an infielder. Catch fly balls for easy outs, or try to get a double or triple play. Throw the ball to other bases to prevent steals.



Put your athletic abilities to the test when you step up to the plate. You can choose where the batter will stand and if he will swing or bunt.

MEGA FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GENESIS	AVERAGE	JUNE
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	N/A	SPORTS	95%

MEGA FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	AVERAGE	AUGUST
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	SPORTS	80%

Evander Holyfield's "Real Deal" Boxing

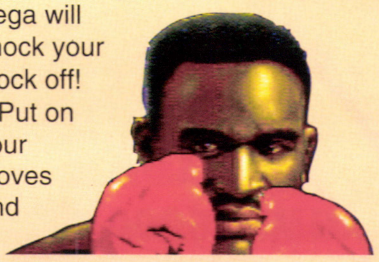
Awesome graphics put you ringside in this incredible boxing cart. You will feel each bone-crunching blow as you fight your way to the championship title.

Customize your boxer by using the configuration menu. Some of the available options include a right or a left-handed boxer, different heads, skin color and even the color of the boxer's trunks!

Victory! You won your bout, now you are the World Champion. Defeat all of your opponents to claim the championship belt and the ultimate title.

PUT UP YOUR DUKES!

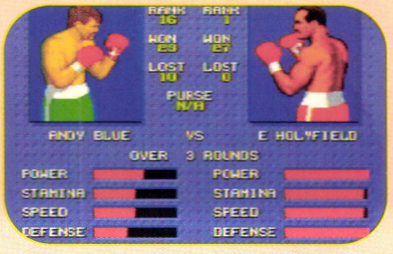
Prepare yourself for the fight of your life! Evander Holyfield's "Real Deal" Boxing by Sega will knock your block off!



Put on your gloves and fight your way to the title competition where you go head-to-head against the champ himself. You must build up your skills and power before challenging the best boxers in the world.

Grab a sparring partner and beat each other to a pulp! Two-player fun has never been like this before!

Keep on guard for Evander Holyfield's "Real Deal" Boxing coming in August from Sega! Seven, eight, nine - it will knock you out!!



Check your fighter's statistics with this chart which shows the boxers' overall power, speed, stamina, defense and fight record.

Keep your guard up, or those jabs to the face will cost you the fight! Utilize a combination of punches for the best results.

Get ready for the fight of your life as you exchange facial slams with the World Heavyweight Champion, Evander Holyfield!

Anatomy of a knockout. Get your opponent against the ropes and pummel him senseless with your fists!

DAVID ROBINSON'S SUPREME COURT

MEGA FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	MODERATE	JULY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	SPORTS	50%

You must use "heads up" play in order to stuff your opponent for the intimidation factor.

Timing is everything. Fake out your opponent and make the play.

Pass to the open man and step back for the easy three pointer!

Fouled again! Step to the line and test your skill for the "gimme" two points.

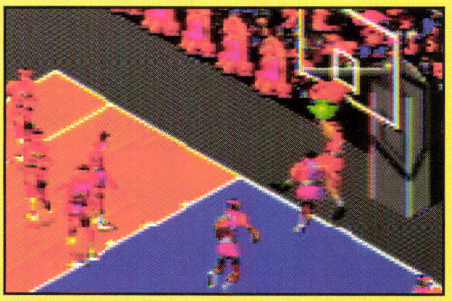
Robinson gives a halftime report with hints for both teams.

ONE SLAMMER JAMMER GOOD TIME

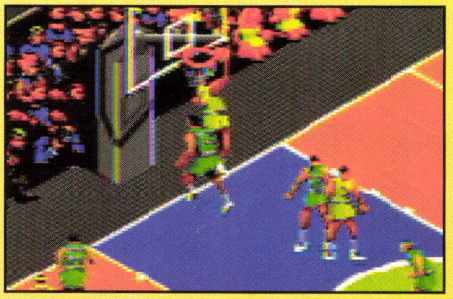
Genesis and David Robinson have come together to bring us an incredibly fast paced, action filled slam fest! If you like basketball (and who doesn't), then this game has your name written all over it.

Choose a city to represent either L.A., N.Y., Chicago or Detroit. Pick awesome players from the draft roster. Now, it is showtime!

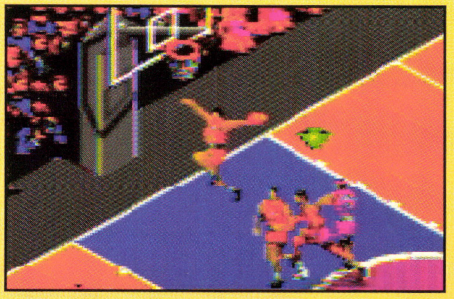
Hit the court with your first stringers! Defeat your opponents by driving the lane, giving them a move, slipping between defenders and then slamming the ball home! Look for the power moves, then step up and stuff the ball home! You can call a time out to get your replacements into the game. Work as a team and pass to the open man. With this game, you can show your leadership under pressure. Use your teammates as a shield for the three pointer and see why this game is the Supreme Court!



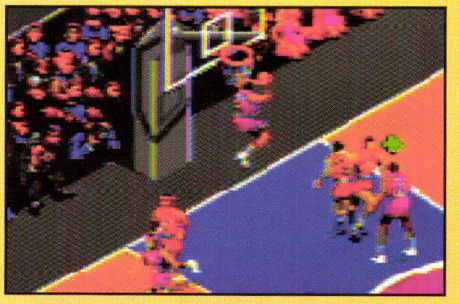
Hanging slam!



Behind the back slam!



Tomahawk slam!

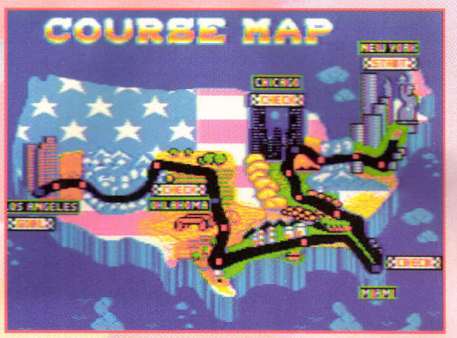


Spinning slam!

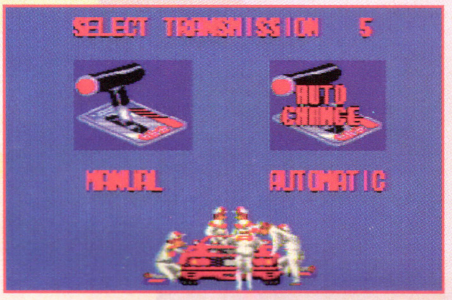
MEGA FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	MEGA DRIVE	MODERATE	NOW IN JAPAN
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	16	DRIVING	100%

SQUEAL THEM TIRES!!!

Sega brings you the exciting sequel to one of its most popular arcade classics. Turbo Outrun features the same great cross country driving action as its predecessor, with a few new enhancements. You now get the option of having an automatic or manual transmission. Along with this new feature, you also get a Turbocharger that gives you a mega-blast of speed when you need it most. Be careful, though, because you can easily overheat your engine if the turbo is used too often. The race is split into 16 sections and there are three checkpoints that you must reach before making it to the final goal. After each checkpoint, you can pick up high performance parts such as a high-powered engine, high-grip tires or special turbos for speed. Get ready Outrun fans and put the pedal to the metal.



This is the map of the course that you must complete. There are three check points to pass before making it to the goal.



You can select manual or automatic transmissions before starting the game.

STAGE ONE NEW YORK

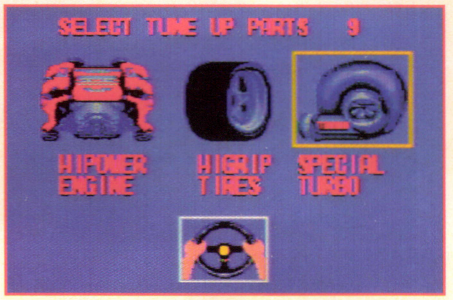
STAGE TWO WASHINGTON D.C.

STAGE THREE PITTSBURGH

STAGE FOUR INDIANAPOLIS

STAGE FIVE CHICAGO

After making it to the check point, a bonus will be tallied up.



You will get to add new high performance parts to your car after passing each check point.

MEGA FILE

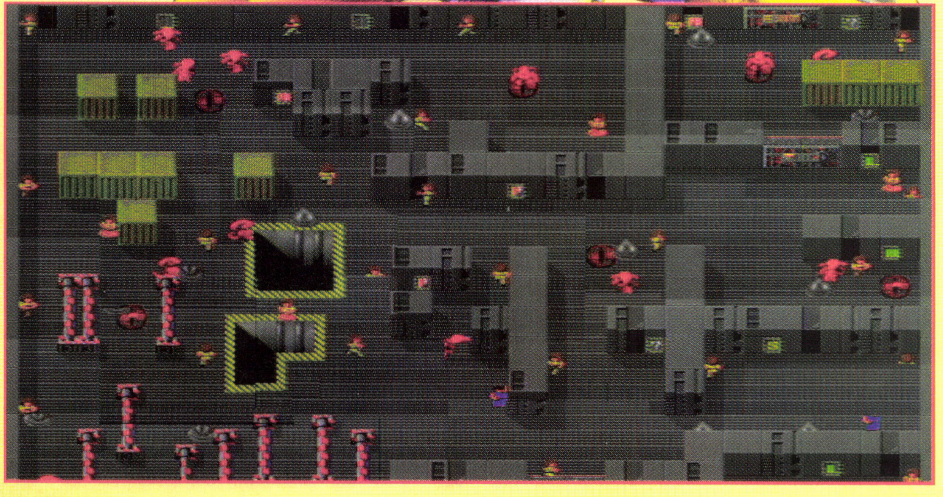
MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GAME GEAR	MODERATE	NOW IN JAPAN
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
1 MEG	5	ACTION	100%

ALIEN SYNDROME

THE CLASSIC COMBAT IS BACK!

One of the classic coin-ops has just gone portable! Sega has dug deep into their vaults and come up with Alien Syndrome! This super soft contains all of the weapons and levels that made it a block buster! You must guide your warrior through six different levels, rescuing civilians that have been caught by the aliens. Collect different weapons such as the flame thrower, lasers, spread weapons or even guided fireballs! At the end of each stage, a vicious boss character awaits you! Throughout the various stages, your quick reflexes might make the difference between life or death! The graphics are exceptional as is the game play. Unfortunately as of this date, the cart is only out in Japan.

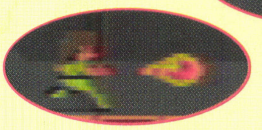
COMPLEX LEVELS STAND IN YOUR WAY!



WEAPON ARSENAL

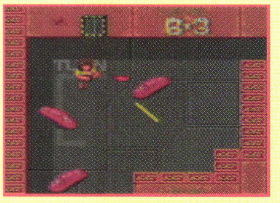
LASER RIFLE

FLAME THROWER



FIREBALL BLASTER

STAGE 1 - HANGAR

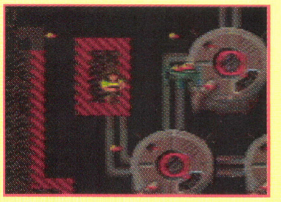


Hunt through the hallways of an old space dock to locate hostages. Beware of the Boss, only shoot it while he is open!

STAGE 2 - REACTOR

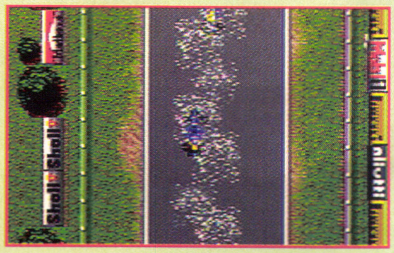
Many nestings are scattered throughout this reactor room. Also, a quick alien attack shuttle will be waiting in the exit for you!

STAGE 3 - HIVE

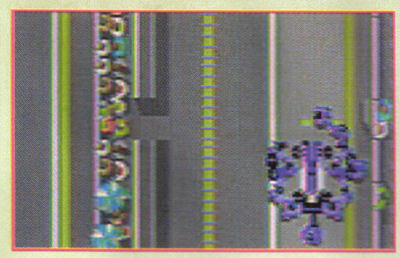


Enter the alien nest and start to wreak havoc amongst the enemy. At the end, you will find an eight-legged Boss!

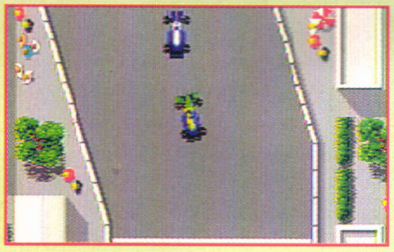
F1 CIRCUS



Race your way through various weather conditions. Rain is especially hazardous.



Your trusty pit crew will work hard to help you win. Pull into the pit for a quick tire change.



The racing action is enhanced when driving at break-neck speeds through urban settings.

Rev 'em Up!

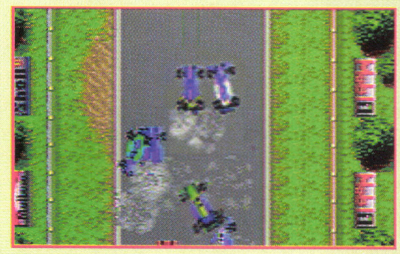
Get ready for the ride of your life! F1 Circus, by Nichibutsu, for the Japanese Mega Drive is here!

With an extensive list of car and race options, this cart is a racing fan's dream come true! Choose from a huge variety of custom options for your car. Pick either manual or automatic transmission. Tires, brakes steering, suspension and even the angle of your spoiler can all be customized with the push of your joypad's button! You also can save your car for later races by utilizing the cart's built-in battery back-up.

Catch the racing fever with cool graphics, super-fast action and some of the greatest wipeouts this side of Indy! Pick this cart up and hold on for dear life! F1 Circus is available now for the Mega Drive. See you at the Finish Line!

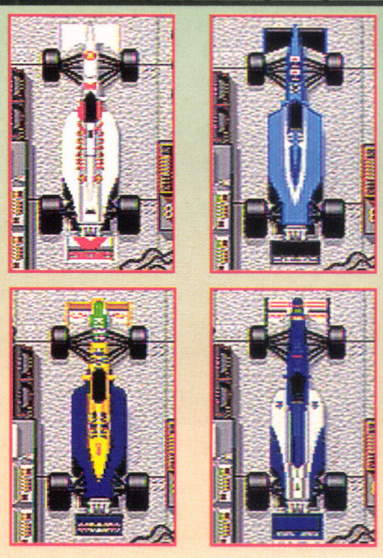
VICTORY! Be the first to cross the finish line and you will get the checkered flag and win the race.

To the right of the screen is your car's vital information including a composite map of the course.

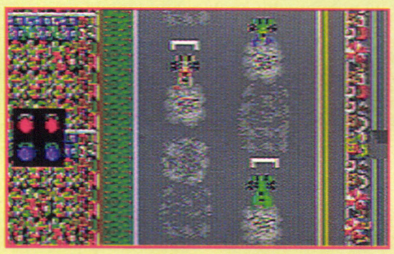


Be careful to avoid a wipeout! Losing valuable time can cost you the race.

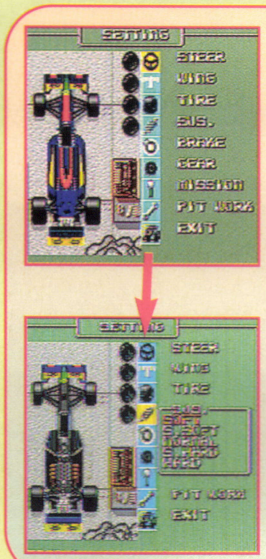
YOUR CHARIOT AWAITS



Check out these awesome cars! Each racing team has a different car. Battery back-up allows you to save your car for future races!



Peel-out at the beginning of each race to ensure good standing. Try to avoid the other cars while you are navigating some truly treacherous courses.



Customize your high performance vehicle by using the "setting" option in the race menu. Improve your car's steering, tires, suspension and brakes.

MEGA FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
NICHIBUTSU	MEGA DRIVE	AVERAGE	NOW IN JAPAN
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
4 MEG	N/A	SPORTS	100%

MEGA PLAY

SEGA STRATEGIES FOR WINNING BIG!

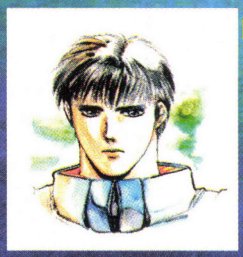
MEGA FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
RENOVATION	GENESIS	HARD	NOW
CART SIZE	**NUMBER OF LEVELS**	**THEME**	**% COMPLETE**
8 MEG	7	SHOOTER	100%

A NEW LEAF HAS BEEN TURNED

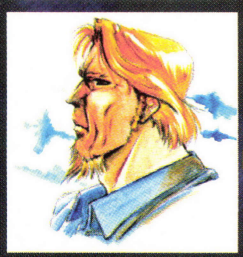
The year is 3000 A.D. and times are decidedly dark. An enormous super computer designated the GCS-WT has taken control and turned the human race into slaves.

This man-made computer's capabilities are such that it can make long range attacks beyond the abilities of earthly ground-based counter attacks. Therefore, a small ship and crew of great power is needed to penetrate these defenses and return sovereignty to Earth - enter Sol-Deace. This is a small fighter custom built by Edwin M. Deace, who since has been terminated by the GCS-WT. You are the pilot of the Slo-Deace,with Eric Williams your navigator and Misao Hitanaka, your cannon gunner. Together, with determination and a little luck, you and your crew must try to put an end to the GCS-WT and restore peace forever.



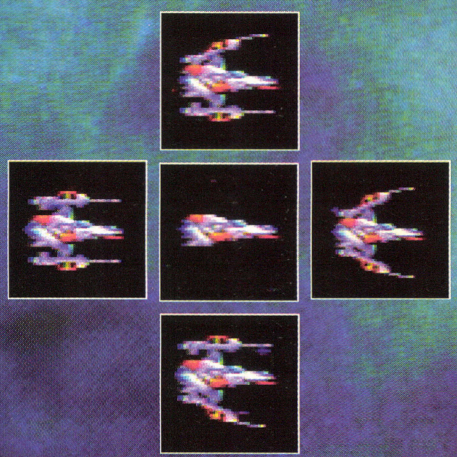
Eric Williams is a spacecraft technician who was hand picked by Edwin Deace to be you navigator and co-pilot.

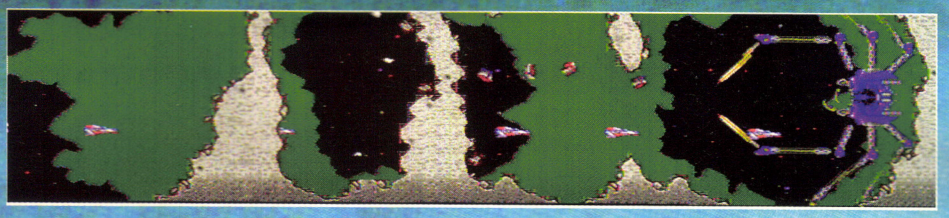
This is Misao Hitanaka, she is computer weapons engineer that will be your cannon gunner.



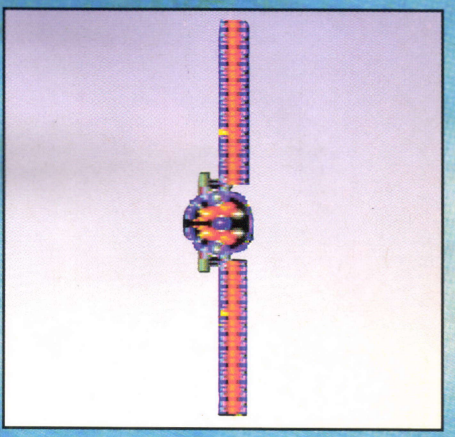
Edwin M Deace is the founder of the Sol-Deace line of starships. He has designed a special ship suited for you.

THERE ARE FIVE DIFFERENT CONFIGURATIONS YOUR SHIP CAN ASSUME.





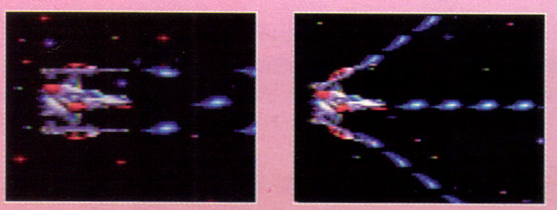
Level One starts you on the journey for the GCS-WT. The action is constant from the beginning straight through to the Crab Brain. Begin your quest by maneuvering through garbage ridden space. There are many enemy ships along the way, too. Before reaching the Crab Brain, there are three Mini-Bosses you must defeat. Acquiring power-ups should make the job easier.



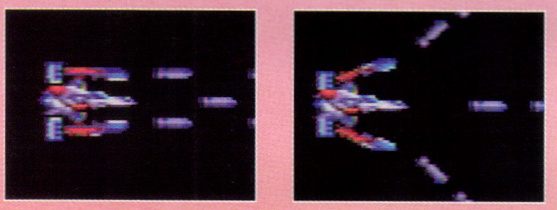
Half-way through Level One, you will encounter Mid-Boss One. It attacks you by rotating into position and using an array of different weaponry to stop you. These weapons include, the flame blaster and the laser cannon.

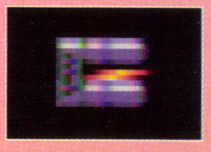
FOUR POWERFUL WEAPONS TO CHOOSE FROM!

BLASTER

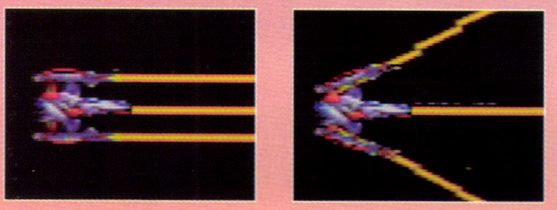


BURN BULLET

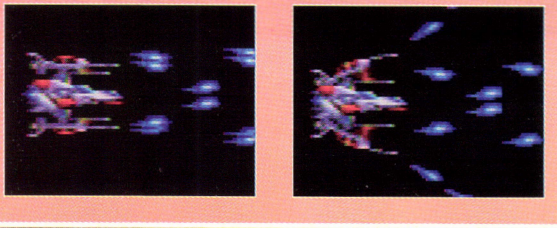


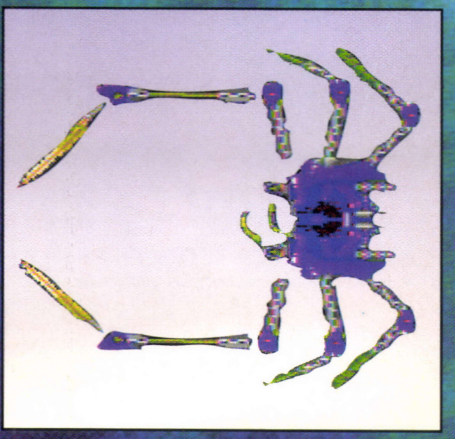


MELT RAY



WIDE BLASTER

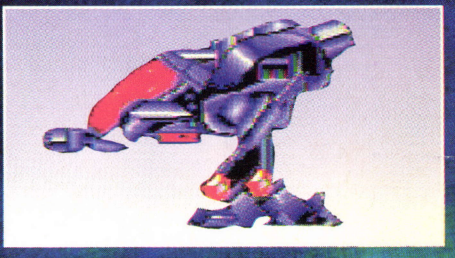




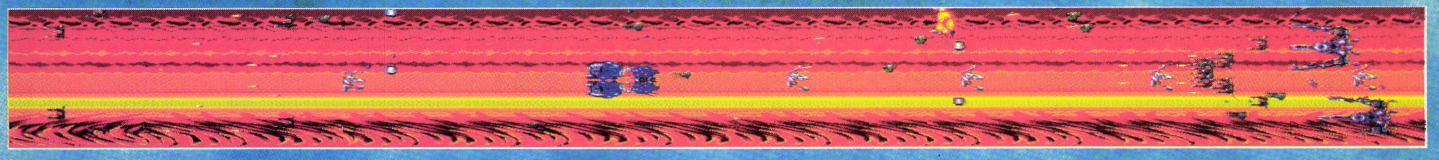
The Crab Brain is the huge metallic droid guarding the entrance to Level Two. It will shoot at your ship with cannon bursts, but its main offensive move is using its huge claws to smash your ship to pieces. To defeat it, maneuver your ship to blast it right in the head. The top left part of the screen is also a safe spot from Crab's vicious claws.

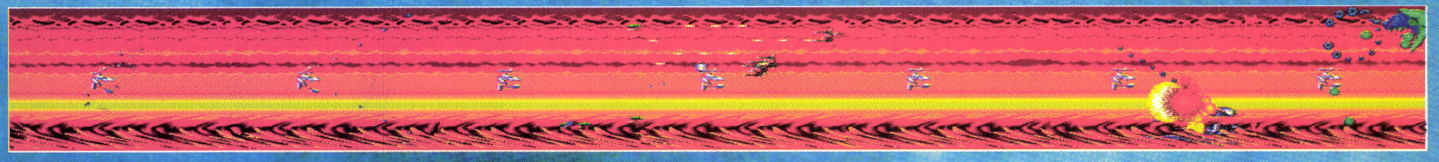
MISSION TWO

This is the longest level in the game. Make your way down a reactor shaft to Boss Two. Egg Walker has two attacks. The first consists of a charging attack, which can be countered with shots to the red cockpit of the droid. In the other attack, it will rocket up to the ceiling and shower the screen with bullets from its gun. After defeating it, you must then destroy the reactor.



Boss Two is the Egg Walker. Beware of its charging and the dreaded - autocannon. Use the safe spot to defeat it with ease.

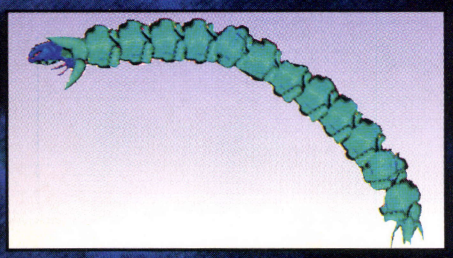




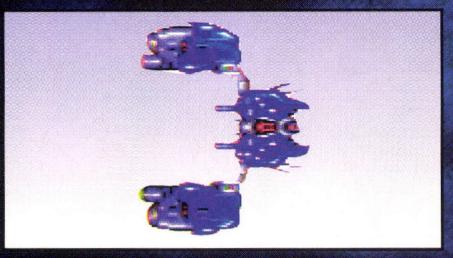
MISSION THREE

Level Three is probably the most graphically intense level of the game. You have been sucked into a void of artificial solar gravity created by the GCS-WT. You must pass through it at once, or be vaporized. Making your way through is tougher than it looks.

This level is full of Mini-Bosses and the Plasma Crab Mid-Boss. It appears from the bottom of the screen and extends its claws to release a borage of cannon fire and even flame throwing. Although there is no safe spot, it can be defeated easily by staying all of the way to the middle left of the screen. Once you pass the Mid-Boss, it is on to Boss Three, the Heat Viper. This enormous robot snake slithers all through the screen and attacks with a whip-like tongue.

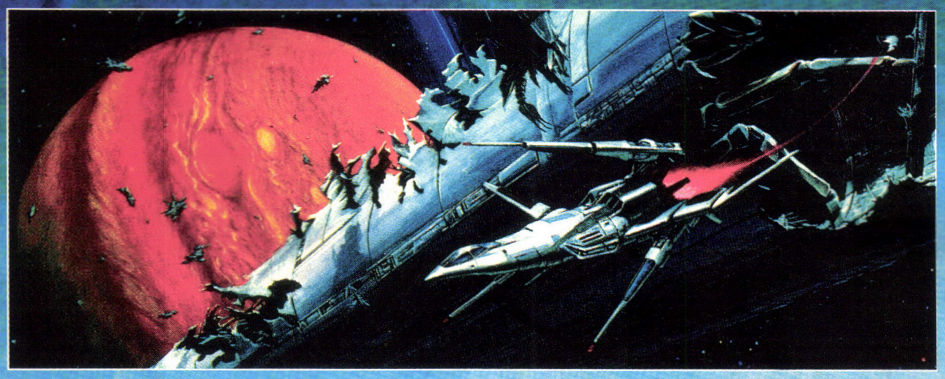


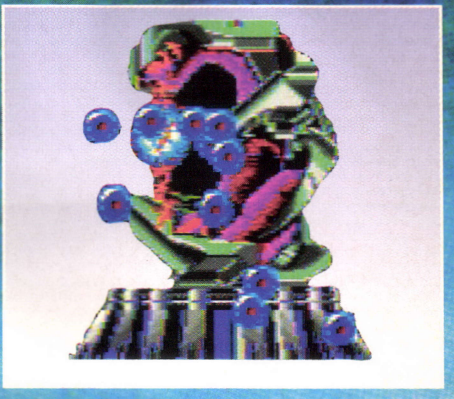
The Heat Viper is Boss Three and it will slide all around the screen trying to destroy your ship with its huge tongue.



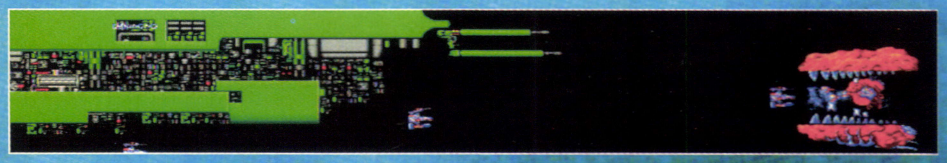
The Plasma Crab is the Mid-Boss in Level Three. It comes up through the lava pit on the bottom of the screen.

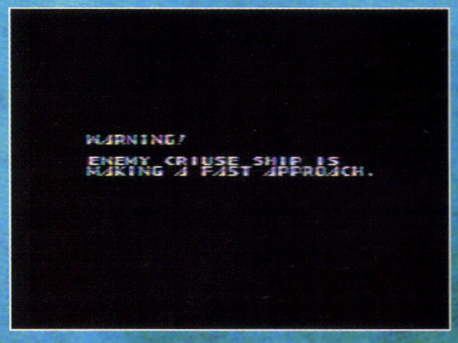
Shoot space garbage for bonus points and high scores.





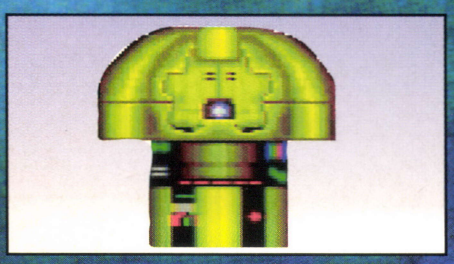
Your level destination is the reactor core. Once inside the room, it will start emitting balls of nuclear energy. Destroy it and advance.



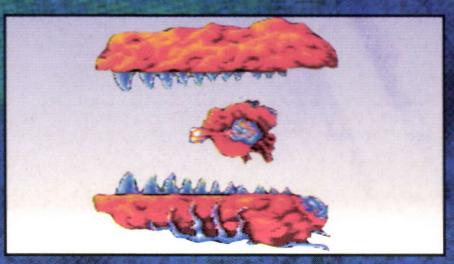


MISSION FOUR

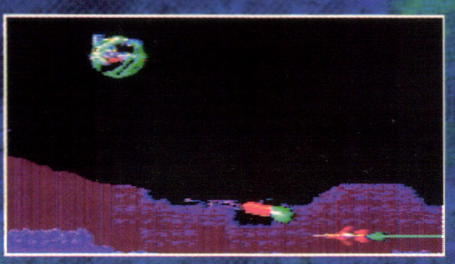
In Level Four, you must successfully maneuver the Sol-Deace through the space army's newest mid-size attack ship and destroy it. This task is not easy, as its defenses include an array of laser cannons and other assorted mecha. There is also a catch to this, as the only way to destroy the ship is to destroy the reactor core located deep within the ship. Once you have reached the reactor core, you will find it heavily guarded by five laser cannons. Concentrate on destroying the laser cannons before the core. After the cannons have been destroyed the reactor's access door will open and close while emitting bursts of laser fire each time. To destroy the reactor, simply shoot at the access doors while they are open. Once the attack ship is destroyed, you will progress to the BR-22, an organic spaceship which is Boss Four. This attack will come from a powerful energy blast shot from the eye of the ship. If you let your ship fly under the jaws of the spaceship, they will close and crush your ship to pieces!



This is the reactor core of the enemy's spaceship. Destroy the core, the ship will destruct and you will advance to Boss Four.

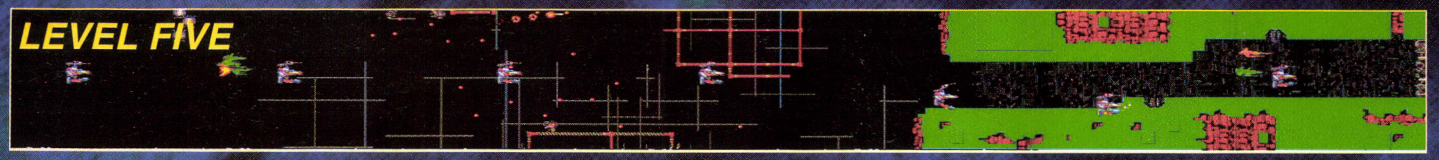


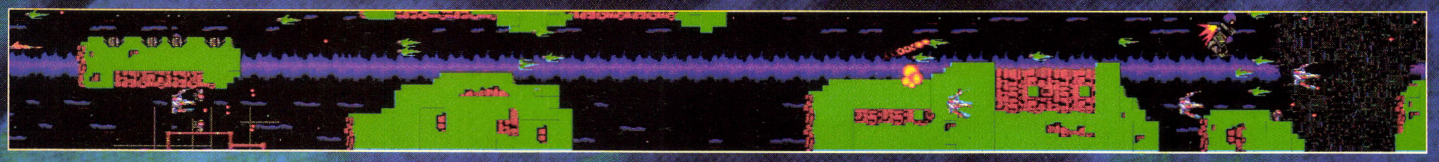
This is the BR-22, an organic spacecraft and is Boss Four. It will try to destroy you with powerful energy blasts.

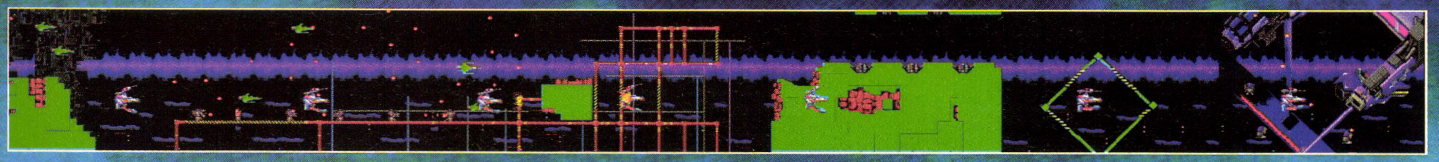


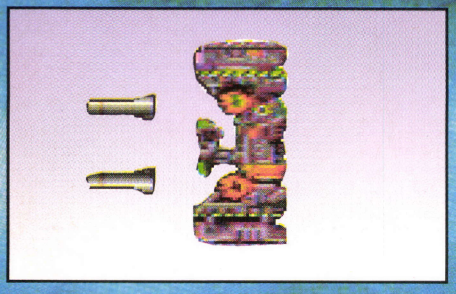
Several times during the game, a shuttle will release a shield icon which you can utilize to your advantage.

LEVEL FIVE

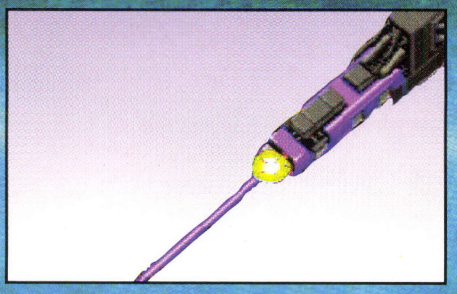








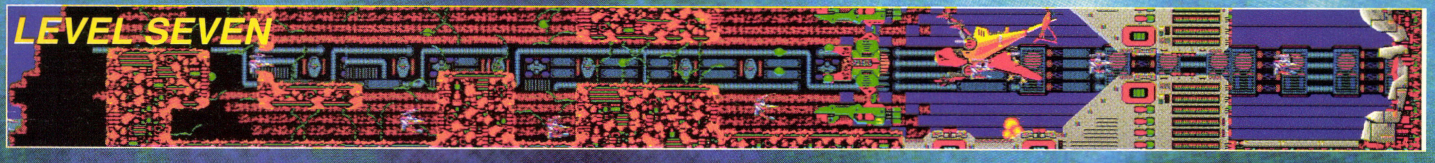
As you make your way through the Pluto Base, Mid-Boss Five will block your path and try to destroy you. Shoot it in the missile pods.



Boss Five is the Halvourd Laser . It is also guarded by smaller lasers. Destroy the small lasers first and then the Halvourd.

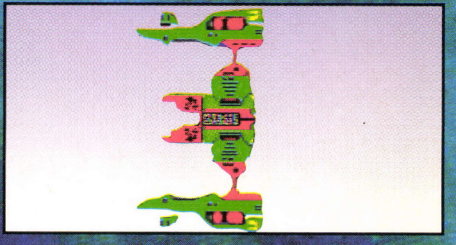
MISSION FIVE

LEVEL SEVEN

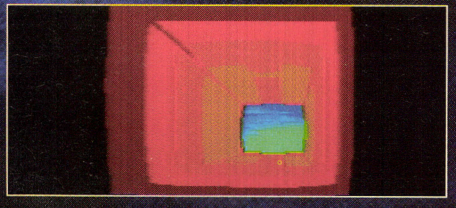


MISSION SEVEN

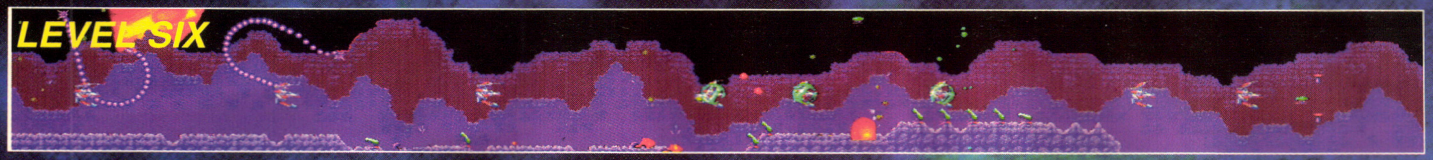
Level Seven is the final level and now you must infiltrate GCS-WT and destroy it. This sounds easy, right? NOT!!! The GCS-WT is heavily guarded by assorted weaponry and plenty of enemy fighters with Kamikaze tactics. Do not get trapped behind the walls, or you will be crushed into Sol-Pieces. You will be confronted by two extremely tough Mid-Bosses before fighting the final Boss.

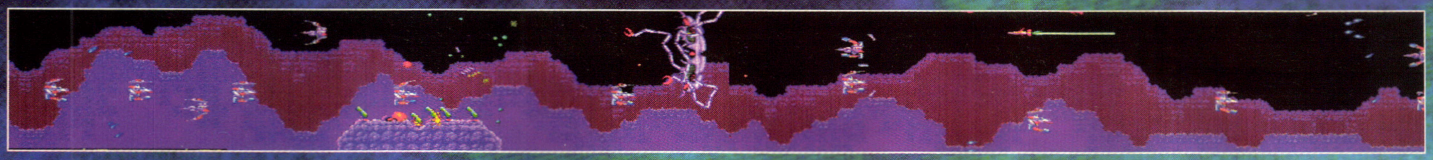


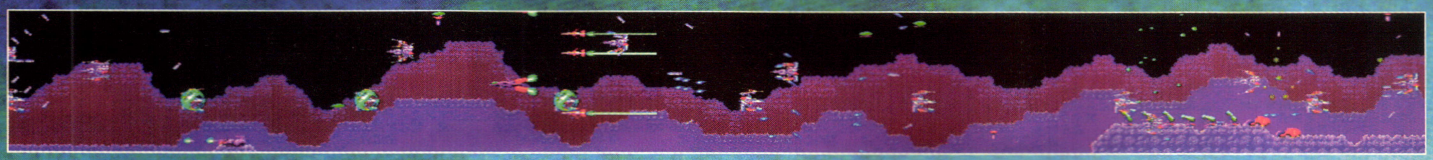
This nasty guardian will swing two metal balls towards your ship. Stay at the far left to avoid them, then blast at the center to destroy it.

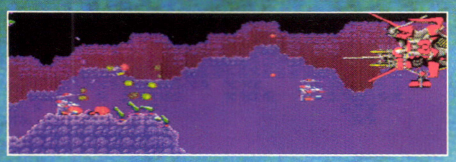


LEVEL SIX

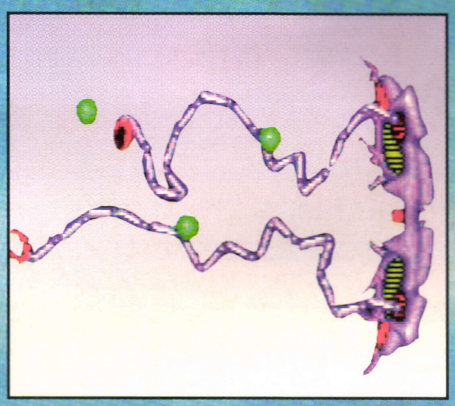




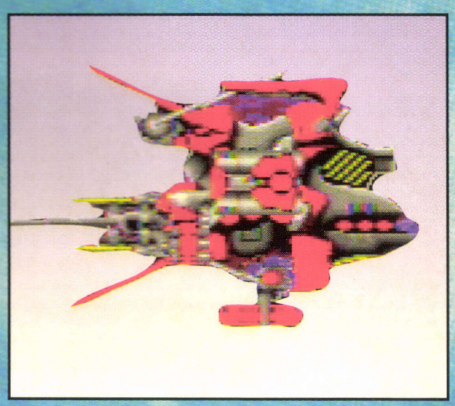




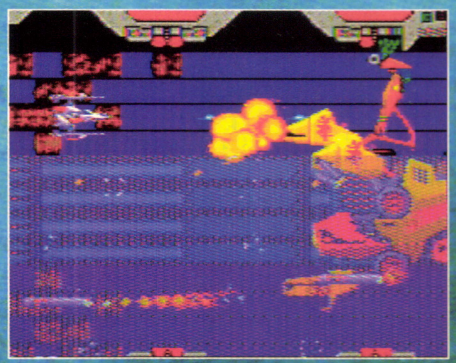
MISSION SIX



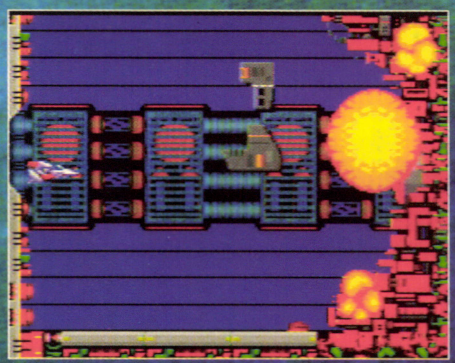
Mid-Boss Six's huge arms will pose a threat to anyone who comes close. Wait for its arms to open and destroy it.



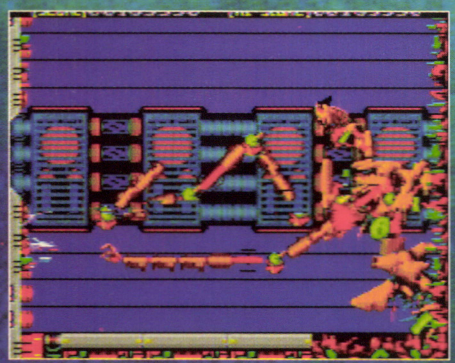
Boss Six is known as the Crusader Flag Ship. It is equipped with a high-tech laser system. Defeat it with shots to the cockpit.



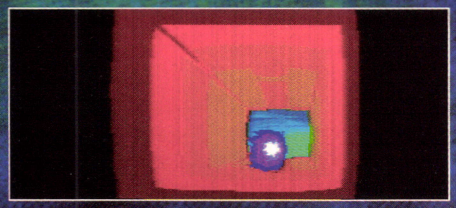
This is one of the toughest enemies in the entire game. The screen will fill up with water and the Mid-Boss will fire torpedoes and countless waves of missiles. Then, the screen will return to normal and the Boss will follow you around the screen.

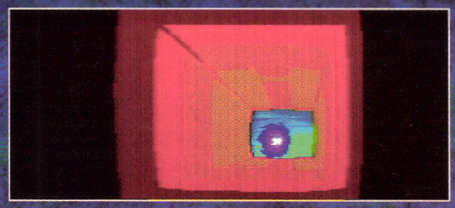


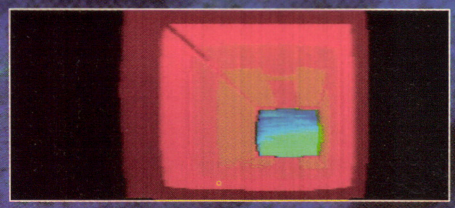
Here is the final battle. As you fly into this room, blast away at the reactor core. It will blow up after a few hits. While it is exploding, stay to the left of the screen because the final Boss will emerge from the flames. Watch out for its arms as it will try to



crush you. The Boss' weak spot is its head, so concentrate your firepower and blow it away. There is really not that much to beating this Boss; just hope that you do not use all of your lives because then you can enjoy Level Seven all over again.





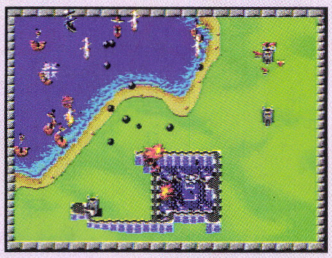


MEGA REVIEWS!!

The Sega Genesis/Master System/Game Gear Resource

The Review Crew's pick of the issue!

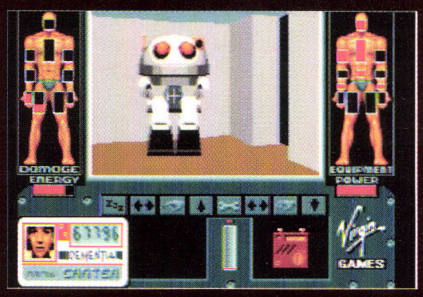
RAMPART by TENGEN



FEATURING:

Cyber Cop, Desert Strike, Rampart, The Duel, Valis, Where in time is Carmen Sandiego, D&D: Warriors of the Eternal Sun, Devilish, Task Force Harrier EX, Paperboy, and Traysia

CYBER COP



There is a war ravaged robot on the loose and your mission is to stop it! Penetrate deep into the enemy's lair to wipe out this robot before it wipes out the city! You get to choose from six different characters.

Virgin Games	Genesis	Action	8 Meg	6/92

DAVE — 4

Not too much to say here. It has some nice features, but the game play and the music are not great. It is an excellent idea for a game, but it lacked time and effort in the programming.

G.O.G. — 4

It is a nice concept, but that is as far as it goes! The game really aggravated me from start to end. The play control, music and game play were all substandard. Not a fun game to play.

MIKE — 5

Cyber Cop is not a game for all players. You have to like the hunt and search type of game and as such, it is OK. It is definitely a game for brains and not just quick trigger fingers.

BART — 4

Here is a classic example of a good idea gone bad. A first person search and destroy would be cool, if it weren't plagued by choppy polygon graphics, annoying sound and poor game play.

DESERT STRIKE

The battle in the gulf is not over yet! You must command a military chopper on a mission to rescue captured hostages, raid enemy outposts and destroy enemy supply lines! Watch out for missiles!

Electronic Arts	Genesis	Action	8 Meg	Now

DAVE — 7

Nice job Electronic Arts! The player's perspective is unique and the game play is good. The sounds are sampled and are very realistic. The player and game pad options are also nice.

G.O.G. — 8

This is not a PC conversion! It offers a different approach that comes off great! Good sounds and fantastic graphics make this game awesome! You must love makin' cities into soup!

MIKE — 8

Desert Strike is a very timely game that gives the armchair generals their chance to blow away the bad guys in the Middle East. An excellent strategy game with great game play.

BART — 7

Desert Strike is definitely a sleeper hit. The graphics are good and the digitized sounds will blow you away. The game plays a little sloppy, but it is a lot of fun anyway. (Down with Babylon.)

RAMPART

Rampart is now appearing on the Genesis! Select one of four castles, place the cannons and prepare for battle! Afterwards, you repair your castle and the fun begins all over again! Strategy lovers should look for this!

Tengen	Genesis	Strategy	4 Meg	Now

DAVE — 7

I was never one for the old coin-op, but this translation is very good. The graphics are cool, play control is good (for a strategy game), but it lacks quality sounds. It's a nice conversion.

G.O.G. — 8

As a fan of the original arcade game, I must say that this game happens to be one of my faves! The control is nice and the sounds are grand. It is a good conversion all in all.

MIKE — 8

Easily one of the most addicting strategy games ever made! It is easy to learn but difficult to master. A very good conversion and better than the others on the market.

BART — 6

I enjoyed the coin-op version a lot, but this cart does not capture the game play very well. The graphics are good, but the voices and sounds are cheesy. Ready! Aim! Missed!

THE DUEL: TEST DRIVE II

Have you ever wanted to drive three of the fastest cars on the planet?! In The Duel, you can drive a Ferrari F-40, Lamborghini Diablo or a Porsche 959! Thus, hop in your sports car and tour America!

Accolade	Genesis	Driving	8 Meg	Now

DAVE — 5

I would like to see the day when a police car (give me another donut) can catch up to a F-40. The scaling could have been better and when a driving game is choppy the game play suffers.

G.O.G. — 4

While the choice of cars is cool, the game just doesn't play very smoothly. The sounds could be better and somehow I just believe that an 8 meg game could have been a lot better.

MIKE — 5

Maybe its due to limitations of the Genesis, but there hasn't been a great 'through the window' driving game yet. The races are challenging but made even more difficult by the so-so graphics.

BART — 4

More attention should have been given to the graphics. The inside of the cars look cool but outside is another story! It can't be that hard to make backgrounds that have decent scaling.

VALIS

Valis is the prequel to the entire Valis series. Once again, Yuko must save the universe from the evil mastermind, The Rogles King. You must stop his plans to rule the universe for his own greedy purposes!

Renovation	Genesis	Action	8 Meg	Now

DAVE — 3

Sequel-type games normally are better than their predecessors. Valis is an exception to that rule as the graphics, sound and control could have been much better. For die-hard fans only.

G.O.G. — 3

I've seen all of the Valis games on all of the systems, and I must say that while this one is the newest it is not the best. Needs more intermissions, better sounds, and better graphics.

MIKE — 5

Renovation has done much better work than this. While a decent game, the previous versions were excellent. As such, this version is a bit of a disappointment and not their best effort.

BART — 4

I can't believe that this cart is 8-Meg! Where did the memory go? The music is repetitive and the graphics are below average. It needs better play control and better execution.

WHERE IN TIME IS CARMEN SANDIEGO?

Japan
The Temple at Horyu-ji was built in 607 by Prince Shotoku. One of the oldest buildings in the country, it contains a fine collection of Buddhist art.
TRAVEL
SEARCH
DATA

Carmen Sandiego's group of thugs is loose and it is up to you and your trusty chrono-skimmer to stop the gang! Travel through thousands of years, and visit dozens of cities to nab the thieves!

Electronic Arts	Genesis	Educational	8 Meg	Now

DAVE — 6

Electronic Arts sure made use of their 8-Meg in this cart. Carmen Sandiego is huge and very long. There is not very many educational carts out there, so this was a nice change.

G.O.G. — 4

I didn't find this game very exciting. There isn't enough variety as you keep doing the same things over and over again. Besides a history lesson, the game just didn't do anything for me.

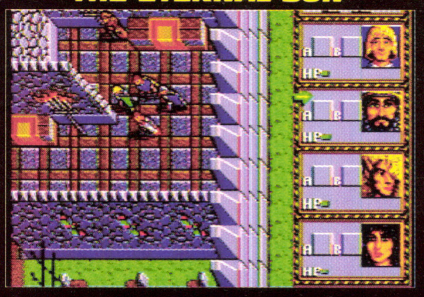
MIKE — 8

Wow! Edutainment software is the wave of the future and (I hope) this is only the first of many. Not only can players learn history, while having fun, but a foreign language too!

BART — 5

Here is another PC conversion. The graphics are plain, but the quest is long and requires much thought. The different languages are cool, but this cart will only appeal to a small group.

D & D: WARRIORS OF THE ETERNAL SUN



The entire kingdom has been sucked into the Earth. Now, the King needs four brave warriors to explore this strange new world! Collect riches and defeat enemies, so the castle can one day be raised to the surface.

Sega	Genesis	RPG	8 Meg	Now

DAVE — 4

I'm sure Sega could have done better than this. The game just doesn't have the excitement of other RPG's. The music is not their best; the game is hard; and the graphics aren't spectacular.

G.O.G. — 3

As an RPG fan, this game sure has some redeeming qualities! A little on the hard side, this game does get quite repetitive and slow after a while. Only the plot has to do with D& D!

MIKE — 6

I don't know how to classify this game. It has very little to appeal to D & D fans and it just doesn't have what RPG fans are looking for. It's a good game but not of Phantasy Star caliber.

BART — 3

While RPG's normally don't have a lot of action, this one is especially slow.The graphics are choppy and the music needs work. I doubt that RPG lovers will be impressed.

DEVILISH

You have never played a round of pinball like this before! You play through scenarios like a graveyard, clock tower and even some waterfalls! Just try to make it through all eight levels!

Sage's Creation	Genesis	Action	4 Meg	Now

DAVE — 4

While definitely a new twist to an old 'Breakout' theme, I had hoped there would be more to this game. The GG version is quick fun but a Genesis cart should offer more to the player.

G.O.G. — 5

I'll have to admit that this is a different approach to an Arkanoid game. The controls of the game are a bit hard to get used to but once learned, the game is fun to play. Too short though.

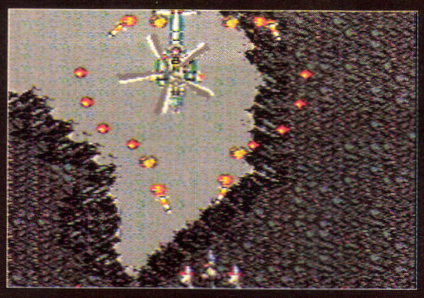
MIKE — 6

Devilish offers an interesting combination of action and 'Breakout'. It is well done but a bit too easy for the experienced player. Definitely a very good game for the younger player.

BART — 4

It takes a lot to impress me when it comes to pinball sims. This game comes off more like a souped-up version of Breakout, with a little pinball thrown in. Good action but not enough.

TASK FORCE HARRIER EX



Treco	Genesis	Shooter	8 Meg	Now

DAVE — Genesis must hold the monopoly on shooters. Harrier is a standard top scrolling shooter (hooray!). Unfortunately, slowdown creeps in to this fine shooter and hampers game play. **4**

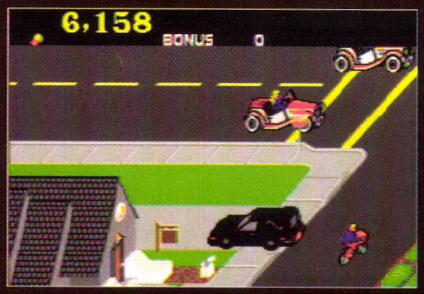
G.O.G. — It's hard to come up with a new idea for a shooter that hasn't been used over and over again. Doing it as a vertical scroller is a plus but everything else is quite routine. **6**

MIKE — It is a rare treat to see a difficult shooter on the Genesis. While not a colorful game, this is one cart where you will welcome the slowdown just to take a break from all of the action. **7**

BART — Definitely not the best because of the slowdown but it will be a challenge for even the best players. The game is hard, which is rare for a Genesis cart these days. Still it is too ordinary. **5**

Get ready for some great shooter action with Task Force Harrier EX! Eight levels of action highlight this shooter! Collect power-ups if you want to succeed in destroying the enemy forces!

PAPERBOY



Tengen	Genesis	Action	4 Meg	Now

DAVE — While the arcade version was not graphically intense, the Genesis cart is even more bland. The game play is OK but choppy at times and could be much better. It's Paperboy...nuff said. **4**

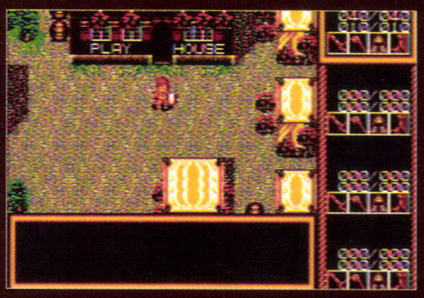
G.O.G. — Last time I heard about this game, it was said to be identical to the arcade. What happened?! The graphics have been cut back drastically and the game play needs work. **4**

MIKE — While it won't win an award for excellence, this version will still give a younger player many hours of enjoyment. More demanding experienced players will find this lacking though. **6**

BART — Genesis plays an okay version of Paperboy. That really isn't saying much, since the game is not that intense at the outset. This repetitive, but still fun, classic remains average. **5**

Delivering papers was never so challenging! Based on the popular coin-op, you must again keep the subscribers happy by delivering their papers. Yet, you must also watch for moving obstacles!

TRAYSIA



Renovation	Genesis	RPG	8 Meg	Now

DAVE — As an RPG fan it is nice to see a brand new story to come about for a RPG. This game is entertaining, but I was saddened to see the standard, average, mediocre RPG-type graphics **5**

G.O.G. — Finally, a new and good RPG for the Genesis is here! The quest is long, and the plot is very different than the others.This makes it great! Good music and quest make it excellent! **8**

MIKE — There hasn't been a good, new RPG in a long time. That is until now. Traysia is an RPG that holds your interest, contains new player experiences and doesn't get bogged down with data. **8**

BART — I'm not into RPG's, so an average cart will not hold my attention. This game is plagued with less than average graphics, and the game play is too repetitive for my tastes. **4**

Traysia is the story of a young man named Roy who wants seek out the adventuresome side of life! However, Roy and his party find out that the fate of the world rests in the hands of some brave warriors!

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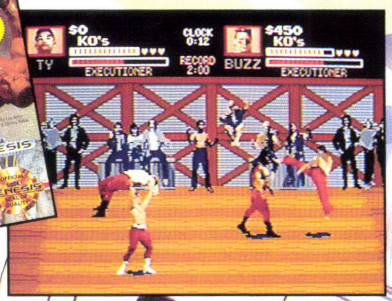

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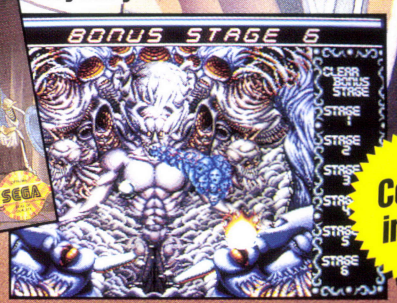

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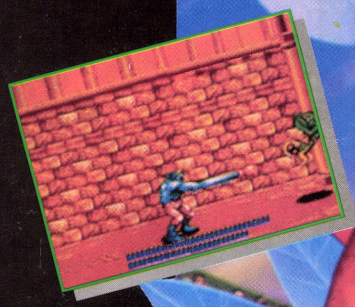

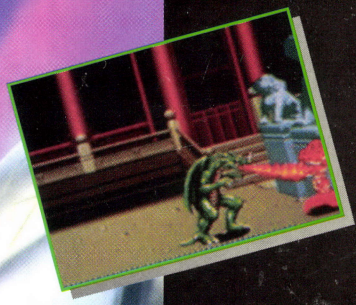

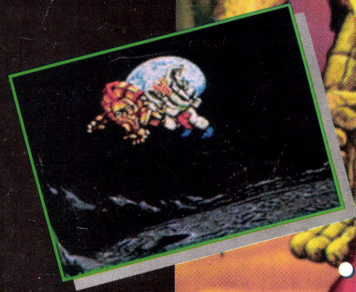

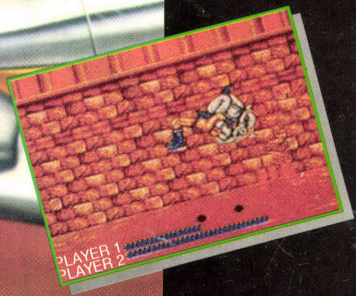

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